

MAY 1989
AN EMAP PUBLICATION

£1.20

HFL 6.75
DM 6.50
355 pts

**N°1 COMMODORE
MAGAZINE!**

CU

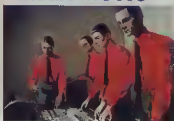
COMMODORE USER

AMIGA · 64



**LORDS OF THE
RISING SUN**

AMIGA MUSIC



SILKWORM

**FORGOTTEN
WORLDS
DISCOVERED**
WIN THE COIN-OP
ARCADES EXCLUSIVE!



**OUT
RUN
2!**



JOIN THE CR

The Mail
BAD DUDES
ARE TOP HITS!

four types of evil hinga star-throwing
Assassins whose skills are more refined and
dangerous. Also out to spoil your day are Assassins:
Women Warriors and vicious Guard Dogs. At the end of
each level you must overcome the hinga Master in order to
progress - some examples of these superb warrior-
villains are A fire-breathing Fat Man, an Armour-Clad
Giant hinga - who has a disconcerting habit of suddenly
multiplying into an army.



The Guardian
NO PULSE!

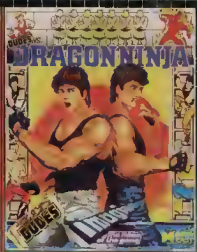
Take on the role of
avenging angel as you
mete out rough justice
to the perpetrators of
in and lawlessness. Some of
pooned ever to fill a
of you. The future is here
up this challenge – PART
ALL COP ... ROBOCOP



EXPLOSIVE



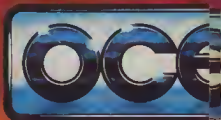
BAD DUDES



SPECTRUM
£8.95
AMSTRAD
COMMODORE
£9.95



**SPECTRUM
AMSTRAD
COMMODORE** *Special* **PACK**
£9.95 **WITH
POSTER**



CRITICAL LIST!

PENGUIN GETS THE CHOKER!

DK's Comics Tim Burton-style hero Batman breaks onto the comic scene in a premier COMI 2000 issue. As a new villain (and the father of evil in Gotham City) starts in the comic, it's a good idea to read the comic first. The Penguin, a rich and powerful criminal, is the richest customer of all. The Penguin, a rich and powerful criminal, is the richest customer of all. The Penguin, a rich and powerful criminal, is the richest customer of all.

DARK AVENGER

WHEELS CRASH VICTIM!

WEC Le Mans is a 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver physically or emotionally as WEC Le Mans. The racer must push himself and his car far beyond limits required by any other race. He must use his wits as well as his brawn to survive the machine which is seriously insensitive to human frailties.

FEEL THE POWER

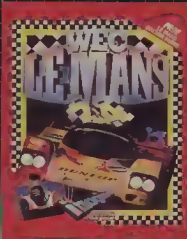


BATMAN



SPECTRUM
AMSTRAD
COMMODORE
£9.95

Posters
Included



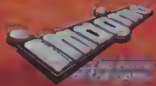
SPECTRUM
AMSTRAD
COMMODORE
£9.95

WEC LE MANS '74

GO!

WITH FREE

LE MANS STICKER



all prices
VAT 5%
DERBY
£19.95 £24.95



Take the heroically
bronzed HAWKEYE through 12 individually loaded levels
of non-stop combat action, featuring real parallax
scrolling, dazzling graphics and sound destined to give
your ears the treat of their lives.

ATARI ST & AMIGA £19.99

An addictive and beautifully presented shoot 'em up of the highest calibre! GOLD MEDAL Zzap! 64 CBM 64/128

Thalamus: 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4DN ☎ (0) 3541 07261/2



SPECIALS

16 FORGOTTEN WORLDS

US Gold's latest Capcom conversion promises to be their best yet. We put the 64 and Amiga versions to the test. If they're not close enough to the original, why not have the real thing? The arcade machine's up for grabs in our cover compete



71 BYTE DIS!

The definitive guide to making sweet music with your Amiga. We sample the latest in music here and tell you how to make your machine sing. Ever had a hien? We have and it's yours in another great CU compo

76 PLAY TO WIN

Arcade maps make a welcome return this month with *Strider* (Capcom). There's nine pages of *FTW* poker and a guide to playing god — on *Populous* naturally

REGULARS

- 6 BUZZ
- 12 DEMOS
- 14 CHARTS
- 81 LETTERS
- 82 ADVENTURE
- 96 ARCADES
- 98 RESULTS
- 104 TOMMY'S TIPS
- 106 THE LAST WORD

CU

CONTENTS

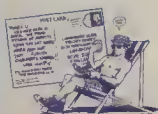
Silkworm Amiga



R-Type Amiga



Fighting Fantasy (arcade)



REVIEWS



Lords Of The Rising Sun Amiga.

- 23 XENON
- 24 LORDS OF THE RISING SUN
- 27 DANGER FREAK
- 29 SPEEDBALL
- 30 SILKWORM
- 33 STEVE DAVIS SNOOKER
- 34 MILLENNIUM 2.2
- 37 ROADBLASTERS
- 39 WANDERER
- 40 OPERATION NEPTUNE
- 40 GILBERT
- 45 SUPER TRUX
- 46 JOURNEY TO THE CENTRE OF THE EARTH
- 48 RENEGADE
- 51 REAL GHOSTBUSTERS
- 52 GAMES WINTER EDITION
- 54 BATTLENHAWKS
- 57 HILLSFAR
- 58 RINGSIDE
- 60 R-TYPE
- 62 BALLISTIX
- 62 RAIDERS
- 64 BUDGET RANGE
- 69 UPDATE

Editor — Mike Patterson. Staff Writer — Mark Helby. Deputy Editor — Steve James. Art Editor — Elaine Bishop. Advertising Manager — Nigel Taylor. Dept Ad Manager — Tom Clivett. Classified Copy Control — Mark Patterson. Publisher — Clive Pond. Editorial/Advertising — 01 251 8272

Distributors — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TB. Tel: 0772 565 671. Back Issues — PO Box 508, Lancaster, LA9 6AA. Subscriptions — PO Box 580, Lancaster LA9 6AA. Tel: 0772 565 671. Annual Sub: £UK £17.95. Europe — £25. World — £50. Registered Office: Priority Court, 39-39 Farnington Lane, London EC9 3AU. 06 6285-7218

Cover Illustration: Jamie Hewlett

72 issue
July Dec 1990



B U Z

UNHOLY SCIENCE!

Down in Lizard Breath, there's been some weird goings on. Mysterious events and disappearances. Holes in the scotting board no mouse could chew. It's too late to call Rentokil, these critters is BIG. Cinemaware are turning to one of the best science fiction movies of the '50's for inspiration in their next game. *It Came From The Desert*. "Them" had everything: drama, tension, romance, and best of all, the most hugest ants you ever did see. You're cast as a young scientist determined to rumble the chitinous creepies in this huge "interactive movie". The creators of *Rocket Ranger* reckon that this is going to be the biggest arcade/strategy game ever created for the personal computer, crammed full of horribly mutated insects you won't be able to get rid of with a kettle full of boiling water.

LEISURAMA COMPO

Fancy being part of the next Commodore show? Then check this out. The Commodore Computer Show are offering five hundred green ones — that's nearly enough dosh for ten minutes conversation with Pamela Bordes — for the person who comes up with the most original use for their Amiga. Any hobbyist or leisure activity buff is eligible, music, animation, football pool divvies — anything, as long as it's not games! Send in your ideas to us and we'll pass them on. Apparently our entry sticking three Amigas together to make a tunnel for the Ed's Hornby set doesn't count: they have to be switched on.



Photo: Laurence Corvettie

LITTLE RED CORVETTE

Ba-Ba-Ba, Ba-Babara Ann. You know summer's on the way when someone announces a Corvette racing game. Spectrum HoloByte's *Vette!* shouldn't be confused with anything to do with

James Herriot, we're talking about the sublimely styled hunk of supercharged automobile shown in the picture. The game itself will put this classic American sports car through its paces against its European rivals on a course taken

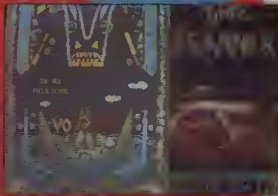
from an accurate mapping of the streets of San Francisco with multiple-view perspectives and 3-D solid modelling graphics. Inevitably, though, by the time *Vette!* reaches our shores it'll be cold and miserable again.



IT'S A MEGA-BLAST

The Bitmag brothers' next program will be a follow up to their mighty *Xenon*. Titled *Xenon II — Megablast*, it'll have three-layer parallax, full-screen scrolling and six big sectors to clear. If it also have a soundtrack provided by CU fave, Bomb The Bass. The story is that Eric of The Bitmaps was listening to "Into The Dragon" when he was making the game and was so taken with it that he approached Rhythm King. Who, quick to see a good thing, were only too pleased to help. *Xenon II* will now come complete with the 13th Precinct Hip Hop Mix of *Megablast Xenon II* — *Megablast* should be unleashed early this summer.

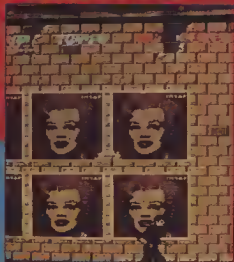
TIMESCANNER



RAFFLES



SHINOBI



B U Z Z

Z

Z

Z



PANDAS FROM MARS

A man and a woman in matching jump suits against the world! Operation Sparta is no routine assignment for the Martian old bill. The whole future of Earth and her colony Mars rests on it. Selected by computer, two people have been chosen to fly the new space fighter which is the only hope against the aliens who are using asteroids to bombard the

two planets. Pausing only briefly to pick up their teddy bear mascot, our two heroes are off into the unknown on what may be the most important mission in the history of mankind.

For trivia fans, Arcana — the manufacturers of Mars Cop — tell us in their dossier that he is 27 72.40kg and 'instrumental in designing the Matthews shield for high-speed atmospheric re-entry

in small vessels' (Inar Inar). She is 23, 1m 65cm blonde and a Libra. If you still care about the game, it'll be along shortly. For now — not only do we have ten wonderful Mars Cops posters, but we also have the Uzi water pistol used in the picture to give away. Just tell us what colour Mars's sky is. Write to Buzz, c/o CU, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

HOT METAL

When we got a ring from Aston Martin about Buzz's story on the Le Mans Car simulator, we thought Arttronics had been being a little "economical" with the truth. The boys at Aston had never even heard about the Arttronics' plan to do a simulation of their C1 car. Liz Sandey, Arttronics' P.R. manager, explained all.

"We had acquired the licence from their licensing company, so it was a case of the right hand not knowing what the left hand was doing. When we approached them for information regarding the game, we weren't at all pleased with the response we



received and when we found out that the car wasn't going to be ready until 1990, we decided to look elsewhere."

"Fortunately we found that Spice Engineering, who have dominated the lightweight C2 category in the last four years were moving up to C1. We contacted them and we're very,

pleased with the response we're getting. In fact we have a photographer in Japan at this moment, where the car is racing, to do the cover shots."

The game will still be ready for release the week before the Le Mans starts at the end of May and it gives us another excuse to print a piccy of a nice looking car.



CUP FINAL COMPO

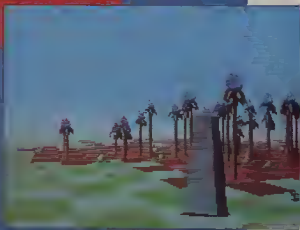
Ware on our way to Wembley! We're on our way to Wembley! Well not really, but we certainly wish we were and thanks to the generous generosity of Audgenio, you could be! To celebrate the success of Emlyn Hughes International Soccer a Cup Final ticket is the first prize up for grabs. We're talking about your travel paid down to the twin towers slap-up lunch and a prime viewing point for the sporting event of the year (in our humble opinion). If that isn't enough, similar comp's will be running in our sister mags C & VG and Sinclair User, the winners of each competition getting to try and predict the final score on the big day. The prize? A spanking brand new Amiga 500. Five runners up will receive a handback copy of Emlyn Hughes' book 'My Great Britons', the next ten an FA Cup programme signed by the man himself and 50 other readers an A3 poster of the game.

What do you do? Send us a bunch of used fivers? No. Smear your body with lard and swim the channel? No. Listen to Tony Dillon's walkman? We wouldn't be so cruel. All we want you to do is to answer one teeny little football question. Which footballer recently appeared in the Daily Mirror Sports page with a pair of donkey ears stuck on his head and the caption 'EE AWW! EE AWW!?' Here's a cryptic clue: one at each end.

Entries on Jimmy Greaves, wig to CUP FINAL COMP C.U. Priority Court 30-32 Farringdon Lane, LONDON EC1R 3AU

ARCHIPELAGOS

The 3-D strategy game looks likely to become a high achievement. The aim of the game, in short, is to deconstruct the "abstracted" field on your group of islands. (That's what an archipelago is, stupid!) Ye do this you must first convert money to destroy the evil abductees which are coming up all over, whilst another portion



BIO CHALLENGE



KICK OFF



At the pace of a football match a little more than a football match.



BUZZ

PRISING NIGHT

As a vampire with a twist, you get to be the vampire. Gary Daniels is a modern sort of re-living in a quiet part in the sort of place that you'd be able to decently skip. In fact, you're home if being added by "meter us de- ra" who are intent on saving your demise. The good thing about this latest is not your price. What you don't have to fear in your search for sh blood, just dodge the y water, garlic and ros- and it's a on the 64! With graphics by Steve Bak, it's a game that promises to bring a re-ly



glow to even the most death-complexion. From the ideal, for the Amiga and out now

307



POMPEII ONE

So the M25 is a line. Poorly helps sharp bends and sorts of other unpleasant obstacles. Not the ideal for a race track you think. Not if you're a racer. It isn't. Forget it, this is the future. Rear view displays to indicate how close the competitor. A data terminal to provide information about incoming hazards. A foot to sports on the side and a laser's spot down the side. E. A. A. A. game is the business. A winning game over several on five planets all play at speeds that'll make your noddin' log's spine



RED HEAT

It's not a "Punch" but it's only a matter of time. In "Red Heat" he played a Ruskite cop with James Brolin in tow. The only Buzz has seen is the clip film '89 where Of Iron gets down to some serious wrestling naked in the snow. We don't know if Ocean's license is going to go these chilly scenes, but we've seen so far looks up to their usual style. Available on both the 64 and a before you can Perestroika



ST-2010 ST-2011

Two marriage men are shown. The second man is surprised, and... The marriage man is not in fact, but... scrolling page in need of some special... and in general, we want... Read more: The Marriage Man, by... Justice. In all his time, the... from March 24.



THE RUNNING MAN

© 1997 MCA HOME ENTERTAINMENT. ALL RIGHTS RESERVED. MCA HOME ENTERTAINMENT IS A DIVISION OF MCA INC.



GRANDSLAM

SCHWARZENEGGER

DEMOS



TRON A loop taken straight out of the tank sequence in "Tron"



F-15 The best of Tobias Richter's demo, showing an F-15 pull out and then come in to land



ROBOT A robot who waves to you

Three superb animations are yod from Seventeen Bits in a path. All composed on the Amiga using Videolife, which were all created by Tobias Richter and Allen Hastings, who are currently working on an update for the German edition of Videolife.

BURP A breath of stale air from Shape. Hitting F1 causes the pig-like face to expel a massive belch of air-spiriting proportions. Well it amused us greatly.

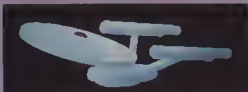


HOWIE YEE Bob Stevenson's artwork of the Real Roxanne's DJ is given the on and off treatment. A vertical bar slowly builds up the image.



REVIEWS

C-LIGHT These two pictures were created using Arttronics' brand new animation package, C-Light. The package includes a complete ray-tracing system so you can generate 3-D objects with true shadows. It also lets you squash, rotate and stretch pictures as well as mirroring, or interlacing them. The major breakthrough, however, is that C-Light retails for just £49.95. With its release next month, we could well be seeing a lot more good quality animations on the Demos page.

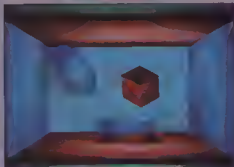


Thanks to Seventeen Bit, Replication and Compunet. Any demos, 8 bit and 16 bit, should be sent to: CU, Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And please remember scrolly messages are boring to look at!

FEAR II Our regards to Jomey for sending us this pseudo-Digital 64 pic, but would the original artist stop forward for a credit?



DEATHSTAR II Deathstar & mega demo, available through Seventeen Bit, is spread over two disks with plenty of art, including this Starline style pic, music and an excellent magazine which you can actually read, rather than watch website across your screen. They still found room for smipen scrolly messages though.



COSMOS Thanks to Cosmos for sending us their gynaechrical demo from Austria. Re information came with it, but we lose the fireworks. Send us more!



DEMOS

CHARTS

REVIEWERS CHOICE

Mike Pattenden: *Silkworm (Amiga), Lords of the Rising Sun (Amiga), Teddy Bears Picnic (Amiga).*

Mark Heley: *Silkworm (Amiga), Find the Mole (Amiga), Assault (Arcade)*

Steve James: *Silkworm (Amiga), Lords of the Rising Sun (Amiga), Renegade 3 (C64).*

Mark Patterson: *Forgotten Worlds (Amiga), Populous (Amiga), Renegade 3 (C64).*

C64 CHART

FM	LM	
1	2	ROBICOP OCEAN
2	1	DRAGON NINJA OCEAN
3	6	ONLYN HUGHES INTL SOCCER AUDIOGENIC
4	4	IN CROWD OCEAN
5	3	WORLD GAMES KIXX
6	8	WEC LE BANS MICROPROSE
7	12	MICROPROSE SOCCER MICROPROSE
8	NE	SUPER CYCLE KIXX
11	5	AFTER BURNER ACTIVISION
18	9	OPERATION WOLF OCEAN
14	7	DOUBLE DRAGON MELBOURNE HOUSE
12	NE	DEKANS US GOLD
13	NE	WEREWOLF OF LONDON MASTERTRONIC
14	10	PRO SHI SIMULATOR CODE MASTERS
15	14	TOM CAT PLAYERS
16	NE	TURBO ESPRIT ENCORE
17	NE	THE DOUBLE ALTERNATIVE
18	20	BATMAN OCEAN
19	15	INTERNATIONAL HUGGY SIMULATOR CODE MASTERS
20	16	COMMANDO ENCORE



FAVOURITE CHILDHOOD HEROES

Mike Pattenden	Bobby Miers, Mole and Hedge, Ilya Kuryaki.
Mark Heley	Mary, Munge and Midge, Luderic Wittenstein.
Hugh Taylor	Tony Curtis, Steve McQueen, Vigil from "Thunderbolt".
Mark Patterson	Sapphire and Steel, Christopher Lilhyap, Jelle in "Highwayman".
Elana Bishop	"Uncle" Sea Dylan.
Clive Pemberton	Gareth Edwards (and Ising Weich), Marc Bolan, Marlon Brando.
Tony Dillon	"Highwayman", Jeffery from Rainbow(II), The Glengens.
Steve James	Gangnam, Dr White (Patrick Troughton), John Barry, Percy Edwards.
Debbie Pearson	Ragusa, "The New Avengers", "Raiders & Hystis", "Alma" from "Alias Smith and Jones".
Pete Glenister	Douglas Badar, Captain Scarlett, Captain Kirk, Number Harris.
Gary Williams	Selwyn Frogg, Big Oddy, Bernard Manning, Hiss from "Bizarre".

ADVENTURE CHART

FM	LM	
1	NE	RED STAR RISING MICROPROSE
2	5	BANDS TALE ELECTRONIC ARTS
3	NE	COLOUR DE MAGIC ALTERNATIVE
4	7	DEFENDER OF THE CROWN MIRRORSOFT
5	8	POOL OF RADIANCE US GOLD
6	3	TIMES OF LORE MICROPROSE
7	RE	HAMPSTEAD MELBOURNE HOUSE
8	6	GROWING PAINS OF ARIAN MOLE MASTERTRONIC
9	RE	CAPTAIN BLOOD INFOGRAMES
10	NE	GUILD OF THIEVES RAINBOW

AMIGA CHART

FM	LM	
1	1	FALCON MIRRORSOFT
2	3	TV SPORTS FOOTBALL MIRRORSOFT
3	NE	SUPER HANG ON ELECTRONIC OCEANS
4	2	SWORD OF SOJAN GAINSTAR
5	5	LOWRINO BAC RALLY ONTBASE/MANABAH
6	NE	DEKANS US GOLD
7	NE	BALLISTIX PSYCLAPSE
8	10	GAUNTLET 2 US GOLD
9	7	OPERATION WOLF OCEAN
10	4	ELITE FINEBURD

COMING SOON

SPEEDBALL

AVAILABLE ON C64/128 NOW!

ATARI ST - £24.99. AMIGA - £24.99
PC AND COMPATIBLES - £29.99

SPEEDBALL - TOTAL ACTION,
TOTAL AGGRESSION - THE
ULTIMATE SPORT FROM THE
BITMAP BROTHERS.

"SPEEDBALL IS FAST, FURIOUS
AND GRAPHICALLY VERY
STYLISH." COMPUTER GAMESWEEK 94%

image





Watching out for the scaly beast.

FORGOTTEN WORLDS



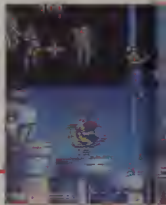
USG
Price: £19.99

Er, wow? Hmm, what about a zowie? Now this is one Rolex Oyster of a game (that means good to people not as rich as me). *FW* seriously rivals *Silkworm* as the greatest Amiga arcade version to date.

For a reference point of view Nick 'RIP' Kelly awarded the original an arcade star back in the August issue, and well deserved it was too. The concept was a simple, two-player, horizontal scrolly shoot 'em up. The execution howev-

er was faultless. Great back drops, squillions of original aliens and a fantastic tune.

Rooting through my Japanese to Cockney phrase book, the plot dictates that a nutty Japanese god has created several other nasty demigods. Seeing as they're so nasty they decided to decimate all the cities they could find. It's here that I get confused, the lub-a-ducks have a run in with the yin yang and come off the worst. Somehow these two guys have been thrust into existence armed with the latest anti-anything



AMIGA

Screen Scene



TEN

weaponry (fully expandable and probably made by Sony). Only in Japan.

The hardware sprockets can only be upgraded at one of the mysterious shops (I say mysterious because when was the last time you saw Fortnum and Masons rise out of the ground?) Inside you

can spend as many credits as you've collected on such luxuries as twin-fire lasers, napalm, gold neck chains, first aid packs and so on until you've armed up heavier than an Oliver North convoy.

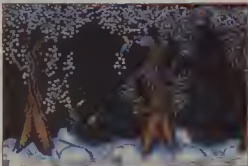
Each level is long, and I mean from here to the Middle East. All the way through you face a constant barrage from all angles, jet-packed troopers, human missile silos — and that's just for starters. And of course the (here we go again) end-of-level mega foe.

Arc (the programming team) have done one helluva great job on *Forgotten Worlds*, the graphics are really arcade quality (no joshing mum) and so is the sound. And what's more it only costs the equivalent of 99 999 games on the arcade machine as opposed to £15,000 for the for the thing itself.

This is the sort of game that goes down phenomenally well over in the office, a two player mode, fast, addictive and good looking, and as Nigel Taylor our northern ad manager would say 'Hadaway I'd gie ya ma bes racin' pigeon for tha un'. For CU's NT to say that it must be good. So go to your local computer shop, part with twenty sovs and thank me in the morning.

Mark Patterson

Looking in the woods



Weirdo tripods.



GRAPHICS 93%
SOUND 84%
PLAYABILITY 89%
LASTABILITY 91%

90%



THE MIDLAND'S LARGEST COMPUTER STORE

Telephone: 01442 812345 6789 1011 1213 1415 1617 1819 2021 2223 2425 2627 2829 3031 3233 3435 3637 3839 4041 4243 4445 4647 4849 5051 5253 5455 5657 5859 6061 6263 6465 6667 6869 7071 7273 7475 7677 7879 8081 8283 8485 8687 8889 9091 9293 9495 9697 9899

FORGOTTEN WORLDS

The big question on the lips of the 8 bit masses, hungry for some good software, is how close a conversion is the 64?

There are no mean residual format changes to the game

itself, same weapons, same nasties, same backdrops (given the fact they're ported down). Though not as detailed as the Amiga version, the graphics still maintain a very high quality which helps to keep the feel of the arcade

original, and it's still a two player, which is impressive.

The sound is the usual zap 'n' blast noises and not too outstanding with that, but in a game this good it's only a minor gripe.

Forgotten Worlds on the 64

measures up in every way to the merits and accuracy that the Amiga version received. The biggest failing is that it is a cassette multi-load, but then what would you prefer — one level's worth of game?

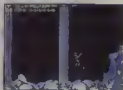
A fantastic arcade conversion which shows a new spurt of life coming from the US Gold camp and offers new hope to 64 owners out there who are being starved of good games.

Mark Patterson



Fighting back

Stepped in mystery



Danger lurks

Up against it



FORGOTTEN WORLDS — The men responsible

Elsewhere on this page you'll spy a picture of a rather repulsive looking bunch of programmers who go under the title of Arc developments. They guy on the left is Byron Nilsson (the boss), third from the left is Chris Coupe the Amiga programmer, and next to him is Paul Walker the graphics artist. Finally on Paul's left is Richard Underhill the creator of FW on the 64.

Paul struggled out all the backdrops and sprites using his trusty copy of DPaint II. The main source of help the team had was from a full sized Forgotten Worlds machine supplied courtesy of Capcom. And who says the big companies don't care?

C
U
SCREEN
STAR

USGold
Price: £9.99

GRAPHICS 88%
SOUND 79%
PLAYABILITY 89%
LASTABILITY 86%

88%

CU ompo

WIN A FORGOTTEN WORLDS COIN-OP



It's a while since we offered you the chance to win a coin-op machine but we're about to change that by giving you the chance to own a *Forgotten Worlds* arcade machine of your very own. That's a two player PCB cabinet to stand in your bedroom or living room. You'll find you suddenly become very popular when your friends hear you've got one of these.

If you don't win the coin-op then there's a good chance you might at least end up with a copy of the game for your 64 or Amiga. There's twenty copies up for grabs for the runners-up, so don't forget to say which machine you own.

So how can you take delivery of this mega prize? Answer a few questions, that's how. Right fingers on huzzers:

- 1) Who wrote *The Lost World*?
 - a) Sir Arthur Conan Doyle
 - b) Jules Verne
 - c) H.G. Wells
- 2) Which planet is furthest from Earth?
- 3) How far is Earth from the Sun?
- 4) Name the Russian probe to Mars that disappeared recently.

It's first out the CU compo sack for the winners, so answers on a satellite or a postcard to Forgotten Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes on May 15.

**IT'S
WICKED!
TALK TO US - WE'VE GOT
TIME FOR YOU!**



**MORE SOFTWARE THAN YOU
CAN HANDLE!
MORE HARDWARE THAN YOU
CAN USE!**

STAR LC10

PRINTER + FREE CABLE
Commodore Serial/
Centronics Interface
PLUS FREE Integrated
Software Package Word
Processor - Database
Comms (worth \$34.95)

\$219 inc VAT & cart

LC10 COLOUR ONLY **\$279.99 inc SOFTWARE**

C64 TAPE DECK

.. **\$29.95**

POWER SUPPLY

.. **\$24.95**

ACTION REPLAY

Mk 5 PROFESSIONAL .. **\$34.95**

OCEANIC OC118N DISK DRIVE

Commodore 64 Compatible
PLUS Superb Adventure Software Bundle DRAGON
WORLD - SPIRIT OF THE STONE - ZORK II
(limited stock. Titles may vary)

ONLY \$129.99 inc carriage

JOIN OUR SOFTWARE CLUB:

GENEROUS DISCOUNTS
TO ALL CLUB MEMBERS
VISIT YOUR NEAREST
STORE FOR DETAILS

VISIT US

SOON, YOU

WILL LIKE WHAT

YOU SEE.

Unable to visit?

Never mind.

Our Mail Order

Service will see you right.

MAIL ORDER:

Ring our Stoke-on-Trent store to place
your order. We accept Access & Visa
(we might even take cash or a cheque)
Craig will despatch your order speedily
& safely. Same day despatch on all stock items.

SHEFFIELD

6 Wargate
Sheffield
Manager Andy
Tel: 0742 721906
Closed Thursday

STOKE-ON-TRENT

11 Market Square
Arcade Hanley
Stoke-on-Trent
Manager Dave
Tel: 0782 268620
Open 6 Days

Software
Specialists

STOCKPORT

& Meadowside Braw
(Off Little Underbank)
Stockport
Manager Wayne
Tel: 061 480 2693
Closed Thursday

ST HELENS

27 Baldwin Street
St Helens
Manager Adrian
Tel: 0744 27941
Closed Thursday

YOUR ONE STOP SHOP

FOR A COMPLETE RANGE OF SOFTWARE, HARDWARE, PERIPHERALS, 2nd
DEK DRIVES, RAM UPGRADES, MONITORS, PRINTERS, DISKS, DISK BOXES,
JOYSTICKS, MOUSE MATS & A WHOLE LOT MORE!

RANGA #1 FREE SOFTWARE PACK - MORE THAN 6 DIFFERENT PACKS TO
CHOOSE FROM

ATARI ST 500 & 1040 - AGAIN MANY SYSTEMS TO CHOOSE FROM & ALL
WITH GREAT FREE SOFTWARE BUNDLED WITH THEM. PRICES ARE
CHANGING ALL THE TIME - BRING FOR LATEST DEALS

SEND LARGE S.A.E. FOR FREE 200pg CATALOGUE

AT LAST A POOLS PROGRAM THAT DELIVERS THE GOODS!!

**ACCESS
RELEASE**

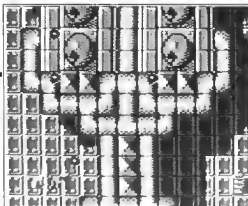
POOLSBUSTER64 IS HERE!

THE PROGRAM THAT GAVE HUNDREDS OF DIVIDENDS TO ATARI ST USERS, IS NOW
AVAILABLE FOR THE COMMODORE 64. POOLSBUSTER64 IS QUITE SIMPLY THE MOST ADVANCED POOLS
PROGRAM AVAILABLE TODAY. LOOK AT THESE HIGH-SCORING FEATURES: *1. POOLSBUSTER IS
GUARANTEED.* THAT'S RIGHT - WE'RE SO CONFIDENT THAT YOU'LL WIN WITH POOLSBUSTER THAT WE
PROMISE TO REFUND THE PURCHASE PRICE IF YOU HAVEN'T WON SOMETHING WITHIN ONE YEAR OF
THE DATE OF PURCHASE! *2. IT IS THE STATE-OF-THE-ART POOLS PROGRAM.* IT USES AN ARTIFICIAL
INTELLIGENCE (A.I.) SYSTEM TO FINE TUNE ITS PREDICTIONS EACH TIME YOU ENTER A SET OF SOCCER
RESULTS. IT ACTUALLY LEARNS FROM THE RESULTS IT GETS WRONG. *3. IT KNOWS THE SCORE!*
POOLSBUSTER CONTAINS A MASSIVE DATABASE OF SOCCER STATISTICS WITH DETAILS OF OVER
10,000 PAST MATCHES. *4. IT'S EASY TO USE.* POOLSBUSTER IS FULLY JOYSTICK/MOUSE DRIVEN - THERE'S
NO NEED TO USE THE KEYBOARD AT ALL. *5. IT'S VERSATILE.* POOLSBUSTER COMES WITH ALL THE U.K.
SOCCER LEAGUES YOU'RE LIKELY TO NEED, INCLUDING GM VAUXHALL, NORTHERN PREMIER, BEAZER
& HFS LEAGUES. AND YOU CAN ADD ANY OVERSEAS LEAGUES AS YOU WISH. *6. YOUR FORTUNE IN THE
STARS!* POOLSBUSTER64 ALSO INCLUDES THE UNIQUE *MAGIC PREDICTION* PROGRAM. THIS FORECASTS
LINES OF 16 POSSIBLE DRAWS ACCORDING TO THE ASTROLOGICAL POWER NUMBERS FOR YOUR NAME,
DATE OF BIRTH & POOLS DATE. POOLSBUSTER64 IS AVAILABLE ON 5.25" DISK OR CASSETTE.

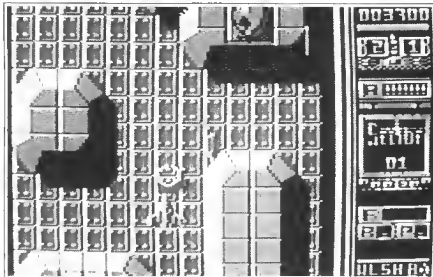
**POOLSBUSTER64 COSTS ONLY £40 ! SO HURRY
ORDER ONE TODAY & WIN THE POOLS TOMORROW!**

VERBATIM 5.25"-25/20.48 TPI DISKS BOX OF 10 £ 9.50 COMMODORE 3.5"-2DD DISKS £12.50 FOR 10 TDK MF-2DD 3.5" DISKS (THE BEST MEDIA TO
STORE YOUR PROGRAMS) £14.50 FOR 10 SPECIAL DEALS IF YOU BUY THEM WITH DISK BOXES JOYSTICK PRICES THE LOWEST IN UK. SEND
CHQ/PO/ACCESS/VISA CARD NO & EXPIRY DATE TO 'APOLONIA SOFTWARE, OPT CUI SOUTHBANK BUSINESS CENTRE, UNIT 37, ALEXANDRA HOUSE,
140 BATTERSEA PARK ROAD, LONDON, SW11 4NB. TEL.: 01788-2280. 24HR: 01738-8400 FAX: 01622-1063.

64

Screen
Scene

One of the worst conversions yet



For its time, *Xenon* in its 16-bit incarnation was a bit of a revelation. It was heralded as "arcade quality" by many, and sure enough, that was its intention. There then appeared the Arcadia system, Mastertronic's first venture into the world of coin-ops. It was a game select system, not completely unlike Nintendo's Super Select System, and held, along with *Xenon*, a couple of extra Mastertronic titles, including *Sidewinder*. The console was fairly cheap, running completely off Amiga motherboards, which meant that the home software was identical to the arcade. It sold like hot cakes.

Not only was *Xenon* a revolution in home software, it was also the first product by 16-bit supremos, the Bitmap Bros. Now, you might have already noticed that the Bitmaps' other game, *Speedball*, has also been converted this month, and very well too. This might have given you heart toward the 64 capabilities. *Xenon* will bring them crashing down. *Xenon* is a truly dire game.

The scrolling is smooth enough, but what a shame about the action. The collision detection is awful, as is the sprite masking. Should you fire a bullet, and no doubt you

will find cause to at some stage of the game, rather than fire a neat little ball, you fire a large black blob that moves spasmodically up the screen. Should it come to within two character blocks of an enemy sprite, they die. This might be good for you, but it also means that the same applies when you get fired upon. A hit from an enemy bullet means the loss of one of your shield points.

The interesting thing about the shield points, and this makes the game a little bit harder than it already is, is the fact that you only have half the

shield points that you had in the Amiga version. The problem seems to lie in the way the converters have tried to make the game look similar to the Amiga version, to the point where they were prepared to cut down on the number of shield points so that the shield register could fit in the small box allocated.

The same idea of weapon expansion is here as in the Amiga version, but there seem to be a lot less available to you as in the 16-bit version.

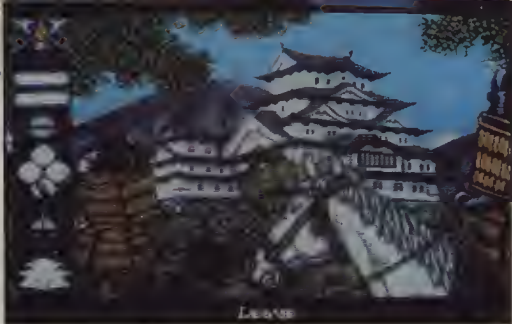
At first glance, a conversion in the truest sense of the word, but at second glance, a steaming great mistake that should never have been allowed out of the Melbourne House stable. A joke, and no mistake guy.

Tony Dillon

GRAPHICS 64%
SOUND 58%
PLAYABILITY 47%
LASTABILITY 30%

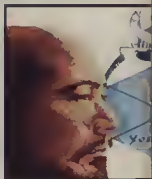
38%

**Melbourne
House**
Price: £9.99



Preparing to quit your palatial home.

LORDS of the rising SUN



Charge your horse during a retreat to pick off a few stragglers, and (inset) a castle under siege.



Mirrorsoft/
Cinemaware
Price: £29.99

AMIGA

Screen Scene

Arriving at a monastery you're offered several options



Pick a brother. Whichever you pick determines the gameplay.

Since Cinemaware took the idea of the interactive movie seriously, they've spent much of their time pursuing an interest with the kind of subject matter found at Saturday matinees. *Sinbad* was a fantastical Far Eastern adventure, *Rocket Ranger* a camp Forties romp, and *The 3 Stooges*, pre-war slapstick.

Having seemingly exhausted this source of inspiration they've turned their attention to subject matter of greater scope and depth. *Lords Of The Rising Sun* is their ambitious attempt to take a Kurosawa-like epic and turn it into entertainment software.

This is 'Ran' for 16 bit micros.

Set in Twelfth Century Japan *Lords Of The Rising Sun* is a tale of warring feudal clans. It follows the fortunes of two brothers in their quest for power by way of a bloody conflict with an opposing clan. The game develops in the style of their earlier work *Defender Of The Crown*, a polished combination of arcade and role-playing elements, linked by location stills and deceptiva narrative. The sum of these parts blends together smoothly to form an impressive whole.

The detailed and, for once, interesting booklet enclosed in the packaging, makes the need to preps the plot superfluous. You have a choice of playing either of the two brothers in their attempt to regain power and honour for their family. This is achieved by gaining control of the fiefs of your enemy, the Minamoto clan. How you do this depends on your blend of strategy and arcade skills. These come into play at various times during the game, particularly if you play Yoshitane, the more warrior-like of the two brothers.

These take the form of a number of interactive sequences, some of which you can bring on, others you have no control over. Of the latter kind, two spring readily to mind, one when your castle's under

siege in which you fire arrows from a castle window at onrushing warriors. The other occurs when you're surprised by a ninja assassin armed with shunkens — you have to block them with your sword as they're thrown. Miss them and nasty splurfs of blood fly out until everything goes red — end of game.

Of the sequences you have control over, there is the retreat when you can charge your horse through troops, fight a battle and, best of all, lay siege to a castle. This takes the form of a small, mostly drawn warrior under your control. You have to guide him through the castle grounds to the keep in what rapidly becomes a frantic Gauntlettlesque battle, sometimes with dozens of opposing troops.

Much of the game though is played on the beautifully drawn map. *Lords Of The Rising Sun* plays in real time, and the map reflects this as clouds drift across the skies above the archipelago. As you move your forces around you may watch their progress.

Sending out scouts for reports on troop movements and positions is crucial, as is regularly reviewing your own forces.

The scope of *LOTSR* is breathtaking. It truly is an epic in all senses of the word. It takes a grand story with heroic events and gives it tremendous breadth and depth of gameplay. The strategy is absorbing, the arcade interludes relevant and entertaining. There's many hours of enjoyment here.

Visually *LOTSR* is a truly stunning game. The graphics, both of the arcade sections and of the stills are superb. The latter though are often animated and the silhouetted colours are outstanding. They lend the game still more atmosphere.

Whilst what sound exists is good — there's an oriental tune, and some sampled battle effects — large patches of the game are played in silence. It's a minor gripe, but some kind of extra aural accompaniment would have added more, say in the way the ethereal soundtrack works with *Populous*.

Lords Of The Rising Sun ranks as Cinemaware's finest interactive movie yet. It has a superb combination of disparate yet mutually complementary elements that combine to make one of the most comprehensive pieces of entertainment software yet released. Sayonara!

Mike Pattenden

GRAPHICS	93%
SOUND	73%
PLAYABILITY	94%
LASTABILITY	92%

94%

KICK OFF



**BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY**

is Soccer Simulator, which is just what you need: realistic but is also a great fun to play.

Abstract: This paper reports on a qualitative study of the experiences of young people with mental health problems in the UK. The study was conducted using focus group discussions and semi-structured interviews. The findings suggest that young people with mental health problems experience a range of difficulties, including social isolation, stigma, and discrimination. The study also identified a need for improved mental health services for young people.

[†] The authors have nothing to disclose.

[illegible]

Fig. 1. The diagram shows the structure of the model. The model is a system of two coupled equations. The first equation is a differential equation for the function $\psi(x)$, and the second equation is a boundary condition for $\psi(x)$ at $x=0$. The diagram also shows the coordinate system (x, y) and the domain Ω .

Journal of Management Education 32(10)br/>October 2008

1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

¹ *Journal of Management*, 2002, 28(1), 1-19. Downloaded from <http://jmi.sagepub.com> at 03:03 11 January 2015

¹ <http://www.fishbase.org>

Table 1. Demographic characteristics of the study population



AVAILABLE ON

AMIGA	£19.95
ATARI ST	£19.95
CBM 64 Cassette	£9.95
CBM 64 Disk	£14.95
IBM PC Comp.	£24.95



ANCO

ANCO SOFTWARE LTD., UNIT 10, Unit 10, Mill Lane, Mill Lane, Lymington, Hampshire, SO41 8JH.
DARTFORD, KENT. Mail Order by Cheque or Card - Enclose a UK £100 note.
Telephone No.: 0322 92513 (9 Lines) Telex No.: 63275

Address: 10000 Wilshire Blvd., Suite 1000, Los Angeles, CA 90024
Phone: (310) 276-1000

1000

AMIGA

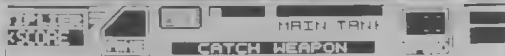
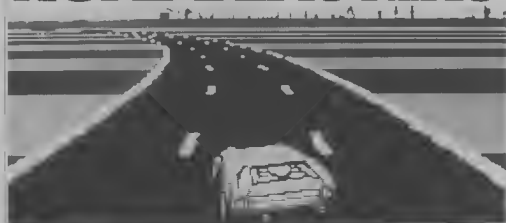
Screen
Scene

Roadblasters was a disappointment to all upon its home computer release. For once, nobody got the good end of the stick. US Gold held up its hands in defence crying "Wait! You haven't seen the 16-bit version yet!" And then they went into a game-being-programmed-like-silence. For months, nothing was heard. Then Activision released *Super Hang On*, a perfect conversion and the best road racing game to date.



On my God, it's the return of VI and (below) Quadraphon death obliteration

ROADBLASTERS



Coo, everybody thought, maybe *Roadblasters* will be good. Prepare to have your hopes dashed.

Roadblasters is awful!



US Gold
Price: £19.99

There is no other way of putting it. I could say that it's as bad as the 84 version, but at least the 64 version was smooth!

Before I really take it to bits, you might be interested in what *Roadblasters* is. It's a road-racing, get-through-billions-of-stages-in-the-fastest-time-possible-without-running-out-of-fuel-type affair like the late *Out Run* (RIP). It also has lots of other cars that have to be shot or avoided, while at the same time you have to avoid the mines that lace the roads, and shoot out

the gun emplacements that line stretches of tarmac. Some of you will now say "Well, that's just a rip off of lots of other games that are around Highway Hawks for example." *Roadblasters* was in fact the arcade original, it's just taken quite a while to get here.

On the Amiga version, the story is a little different. Roll slowly across fifty fairly short stretches of road. Move in and out of traffic in small jerks. Oh no, there's a car ahead, and he's in a different lane to you. Don't worry, fire. It'll probably hit him anyway.

As you probably have guessed, I don't think all that much of *Roadblasters* on the Amiga. It's slow, jerky, unplayable, uninspired, dull, boring, pointless, cabbage, Den Watts (pardon? — Ed) and a pretty bad conversion. Avoid like a concert by The La's (shouldn't that be "by Anthrax" Tone?).

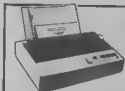
Tony Dillon

SOUND 60%
GRAPHICS 58%
PLAYABILITY 42%
LASTABILITY 24%

35%

Evesham Micros

All prices include VAT/delivery



star LC-10
Best-selling CBM
ready printer

Only £199.00

Colour version also available,

Only £249.00

Prices include two extra
black ribbons free of charge

Now the established market leader in this price category the LC 10 incorporates many advanced features for such a low price its facilities not normally available in this price range, include 4 NLO fonts (with 96 combinations) and paper parking (use single sheets without removing tractor paper). Good value 7-colour version also available which will also accept standard LC10 black ribbons. LC10 available either in 64/128 ready form or as parallel version for Amiga users. Please state your computer type when ordering.

GET
THE
SLIMLINE



'64

Only
£19.95

Your '64 could look like this! Why put up with an old fashioned looking computer? Fit this smart and modern looking new case to your '64 - it will look and feel like you are using a brand new computer. This high quality injection moulded case is simple to fit and gives a lower keyboard height. Reject the old image and order one now.

FREEZE MACHINE

for speed, power and ease of use

- ☐ Unstoppable Freeze
- ☐ Fast save routines
- ☐ Ultra-efficient file compressor
- ☐ Laser and Turbo fastloads
- ☐ Integral reset button
- ☐ Tape turbo facilities
- ☐ 12 second disk format
- ☐ Selective file copier
- ☐ Selectload
- ☐ Many more useful features!

Only £28.95

For speed, power and ease of use it has to be Freeze Machine, probably the most effective backup cartridge on the market. Incorporating two types of fast load routines you can SAVE and RELOAD your favourite games in as little as 10 seconds and no more than 15. Numerous invaluable facilities available including a built-in reset button. Utility Disc V3.0 also available to complement usage of the cartridge. It allows complete transfer to disk of many tape-based programs that load extra parts eg Gunship, Last Ninja, World Games, Supercycle. A very useful add-on. Utility disc only £7.95



Selected Products

- DOUBLER '64** Makes perfect tape backups every time. Consists of hardware and software. Requires access to two data recorders. Very easy to use, only £12.95
- ICONTROLLER** Natty little keyboard mounted cursor controller. Ideal for icon-driven applications like GEOS £11.95
- DATA RECORDER** CBM compatible same as C2N/1531 but cheaper and includes pause control button £24.95

- DOLPHIN DOS** Parallel operating system for use with 64/128 and 1541 disk drive. Fantastic speed increase on LOAD and SAVE whilst maintaining CBM disk format. Many extra DOS & BASIC commands. Includes built-in monitor and Centronics printer driver £69.95
- RENEGADE DISK BACKUP** The most powerful on the market today £19.95
- 1541 PHYSICAL EXAM** Consists of digital alignment disk and drive fault diagnosis software to check and correct 1541 head alignment includes quiet drive slope £39.95
- 1541 QUIET DRIVE STOPS** Silences 'knocking' noise with 1541 drives £4.99
- AZIMATE 3000 KIT** Kit to check and adjust data recorder head alignment £6.95

AMIGA 500

NEW SPECIAL OFFER AMIGA PACK

- Contains Amiga 500, TV modulator, Mouse, joystick, Mouse Mat, Zorro, Purple Saturn Day, Horizons, Winner, Clippy, Quadra, Eliminator, Starpoint, Backlist, Boring Images and a free tree game (see price list) plus 5 discs of public domain software. All this for only £399.00
- Amiga 500 system £358.00
- Philips CM8833 Colour monitor £259.00
- Available for Amiga 500 £4.99
- Philips CM8832 monitor as above £298.00
- but higher resolution £298.00
- Cummins external 5.25" floppy drive 40/80 track Transformer compatible £159.95

Disks & Boxes

- 25 bulk packed 5.25" DSDD disks with sleeve, white protect tabs and labels. Good quality and fully guaranteed, only £13.95
- 25 disks + box. Disks as above plus 50 capacity lockable storage box, only £22.95
- 25 disks + 100 box. As previous offer but with 100 capacity locking box £24.95
- 50 capacity box. Lockable storage unit for 5.25" disks with smoked perspex top £10.95
- 100 capacity box. Larger version £13.95

How to order from

Evesham Micros



Phone us with your
ACCESS or VISA
card details on:
0386-765500

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order
or ACCESS/VISA card details

Evesham Micros Ltd
63 BRIDGE STREET

EVESHAM
WORCS WR4 4SF
0386-765500
fax 0386-765504
telex 333204

Also at: 2762 Parkway Rd, Cottingham, Birmingham B31 1TB Tel: 021 458 4544

64

Screen
Scene

					
TEAM CAPT	VEARD KEF	TEAM CAPT	LACRTH CONROY	TEAM CAPT	DWICO MENTIK
HEIGHT 2.00M	HEIGHT 0.85M	HEIGHT 1.00M	HEIGHT 0.85M	HEIGHT 2.00M	HEIGHT 0.85M
STAMINA 045	STAMINA 100	STAMINA 035	STAMINA 200	STAMINA 095	STAMINA 100
POWER 100	POWER 194	POWER 200	POWER 194	POWER 100	POWER 224
SKILL	SKILL	SKILL	SKILL	SKILL	SKILL

Dhimesh, Roy Orblion's back!

They said it couldn't be done. They were wrong. The title that ushered in a new era of 16 bit gaming has, belatedly, now reached the 64, and boy is it good. Not only does it (relatively) look sound and play well as its 16-bit parent, it has all the addictive qualities that have made the phrase 'anyone for Speedball?' an everyday term down

on the first floor, where sister mag the Ne lives.

Now if you are sitting there looking a bit perplexed I guess you missed out on all the fun *Speedball* is the sport of the future. It's been said before, but a quick play makes it believable. As a game, it's a bit like five-a-side football, only the (metal) ball is carried.

At the start of a play, players are shown facing across an

opening in the centre of the pitch. From this rises a dome, not completely unlike those in *Xenon* (another Bitmap Bros title by the way!). This dome then spits the ball out in a random direction. From then on it's a fast and furious scramble to score.

The man currently under control is a lighter colour than the rest of the team. As with most football-type games the

player you control is the one nearest the ball. Collecting the ball when at waist height is just a matter of running your player into it. When the ball is passing overhead, pressing fire makes the player jump up to catch it. Fire and direction makes the player lunge in that direction for the ball.

When the opposition has the ball, there are only two ways you can get it from them. You can wait and try to intercept it when they pass, or you can resort to violence. You too can be Brian Clough for a day as you swing your fists left, right and centre: punching out all and sundry, or as our East End barrow boy Mark Heley would put it "Give 'em a kick-in".

Speedball is fast and playable, just like its Amiga counterpart. All the little gameplay quirks are there, like being able to punch out the opposing team's goalkeeper, making that much needed late equaliser a little easier.

The graphics are almost as good as the Amiga version too. The only visual bit that has lost anything in conversion are the spries — they're slightly blockier. Apart from that, everything is still in there from the hand punching through the wall of steel in the loading sequence, to the pictures of each team.

Even the sound is the same. The in-game tune is the same as the Amiga. And I do mean the same.

The perfect downward conversion? Probably not, but the closest anyone has been yet.

Tony Dillon

GRAPHICS 82%
SOUND 91%
PLAYABILITY 95%
LASTABILITY 80%

88%

SPEEDball

The marble
of it allGet the little
green guy

Image Works
Price:
£8.95 cass
£12.95 disk



SILK WORM

What works in the arcades doesn't necessarily work in the home. You couldn't hope for a better example of this than *Silk Worm*, drowned out by dedicated cabinets and *R Type* clones.



Sales Curve
Virgin
£24.95 disk

its appeal — as a straightforward unglamorous — blast was limited. On the small screen, however, it really comes into its own. Every byte is crammed full of action so explosive it can cause severe neural spasms just watching it in demo mode. *Silk Worm*'s great novelty is that it can be played simultaneously by two players, one playing a helicopter and the other a jeep on which is mounted a heavy machine gun. The two are hardly equals, however, the 'copter being able to whizz all over the screen, while the jeep is stuck with bouncing up and down at the bottom. The idea, although it's a perfectly good game in the one player mode, is to co-operate, hence the different high score tables for the two machines.

At first glance that might not look like an unbeatable combination for a shoot 'em up, but it works. The arcade version is faithfully reproduced here, the graphics are sharp, the sprite detection perfect and the joystick response a joy to behold. As far as I can see there are no annoying little idiosyncr-

acies or bugs — and the game flows smoothly from level to level.

What makes *Silk Worm* really outstanding, however, is the superb range of opponents for you to get around and destroy. At the bottom there's an indicator which tells you how many of the enemy you've obliterated. Each time it drops to zero, a 'goosecopter' appears (That's a goose-shaped helicopter of course). Dispatch that, which is far from a doddle, and some handy little icons pop up giving you double fire, rapid fire and so on. This considerably adds to your arsenal of firepower and you're going to need it to deal with nasties like the indestructible transport helicopter which belches out dozens of venomous autogyros, or the mole — taken straight from *Thunderbirds*! — which, if you're not careful, burrows through your jeep, or the super-tanks bristling with ballistic missiles. — you get the picture?

The sound effects are excellent too. Meaty explosions and noisels pound your ear-

drums after and during each encounter. The only slightly dodgy one is a clinking sound which sounds like a sample of someone beating a frying pan with a spoon. At least in the uproar it's distinctive. On the version which I played, the game had been completed with the exception of the music. Hopefully this'll have little effect on the game other than to provide it with a nice little tune. You certainly don't



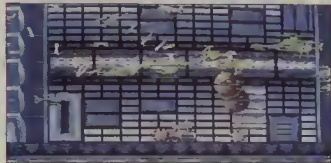
AMIGA

Screen Scene



Looks like time for fireworks

SILK



Swarming with nasties.

Assagh, it's Mike Smith



portant respectively are down right easy. They may be tough, but it's only the jeep that really has any problems with their sedate firepower. Make the most of it, it won't last. By the fourth level the screen is almost constantly filled with plumes of fire, huge explosions and all size and shape of missile. At this point the shields change from being a luxury to a necessity. They occasionally appear at random as small sparking clouds, but most of them will have to be got by shooting out mines which are scattered sporadically around the ground. If you get a second shield, or shoot into one, you get a smart bomb. This is one of the most satisfying effects in the game, as everything on screen instantly vapourises.

The real trick of a well-constructed blast is to jack up the pace, difficulty and general sensory overload without making the game impossible or, as more often happens, just frustrating. *Silkworm* does this brilliantly. You don't have to be an amazingly talented game player to enjoy it, but it'll test out even the very best of you. *Silkworm* is also good fun, especially in the two player mode. For me and just about everyone else here this makes it about the best shoot'em up available on the Amiga. Highly recommended.

Mark Holey

feel there's anything missing without it.

The first couple of levels will lull you into a false sense of security, it's not that they're amazingly easy, but they're certainly nothing that should trouble an experienced game player. The end-of-level guardians, a supercopter and su-

SOUND 91%
GRAPHICS 90%
PLAYABILITY 96%
LASTABILITY 89%

93%



OPERATION NEPTUNE

Infogrames Price: £24.95

Now these are what I call nice touches. A nice full colour shot of Steve on the loading screen. The entire theme tune to BBC snooker sampled clear as a bell. And just to prove it, if you didn't believe it the first time around, they've even printed the signature of one Steve Hans, as an "authentic" touch. He's probably a friend of Steve's or something.

Here's an interesting point of conversation that you can bring up at a dinner party while trying to distract your employer's wife from the huge, bellowing, snorting sounds

coming from grandpa as he mutters away in the corner. A long time ago, when Steve Davis World Snooker appeared for the first time on 8 bit, it was hailed as the best of its kind, a title it only recently relinquished to 3D Pool. Amiga Steve Davis World Snooker is appalling. Graphically it's great. Sonically it's great. Animation is smooth — and variation is high enough to

STEVE DAVIS

For those of you watching in black and white, Steve is on a red

Deary, deary me, this isn't very good is it? As a matter of fact, I seem to be having a spell of bad luck at the moment. All the games I get aren't any good (sorry Tone — Ed). Not that they don't have good ideas behind them. A lot of them promise to be quite good, *Operation Neptune* being quite a prime example. But when it comes down to it, they either just haven't been presented as well as they might, or they just don't work as a game.

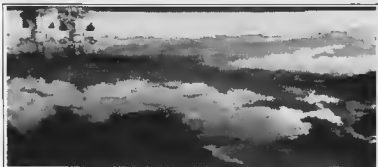
I'm not sure which camp *Operation Neptune* falls into. Maybe the dull display could be jazzed up a bit? Use brighter colours perhaps? Maybe the game idea could be improved a bit? The idea of a mad professor threatening to destroy the world is fine enough. He has lots of underground bases, all inter-linked and these contain his weapons. The only way you can destroy them is by piloting your submarine above the inter-connecting tubes, and

CDS
Price: £19.99



AMIGA

Screen Scene



People always have to mess around on water, don't they?

then — leaving the sub and going down in the guise of a frogman — to drop a time bomb, then get the hell out of there.

The frogman bit is one of the two sub-games. The other comes into play, as it were, when you get attacked by the same force that you are fighting. At this point you go into the game's saving grace. You get out of the sub once again, only this time on an underwater jet bike and play an *Afterburner*-like game. You are viewed from behind and

you have to bob and weave in and out of the fast-approaching reefs, plants and objects, while at the same time shooting down all the enemy fighters and nasties that dive down on you from above and fire dozens of missiles in your direction. The one thing I can't understand is the mentality of the enemy pilots. There is only one of you, and there are loads of them, all on screen at once. Sounds like a bit of an unfair fight to me. Sounds a bit like a lost battle. But no, you see, even though there are up

to half a dozen enemy fighters on screen at once, only one attacks you at a time. The rest just bob about in the distance waiting for their turn like Megadeth fans standing in line at the side of the stage, just waiting for their chance to jump off.

The graphics on the whole are well up to Infogrames standard. Still, graphics are attractive but the animation is a bit dodgy. The intro sequence is really nice, and colour has been used well throughout, but I wish things weren't

all so dark. The jetbike sequence is really fun and the fast 3D update works really well.

Operation Neptune is just another Infogrames game. Nice graphics, a bit short on gameplay and short-lived.

Tony Dillon

GRAPHICS	76%
SOUND	62%
PLAYABILITY	58%
LASTABILITY	49%

62%

WORLD SNOOKER

Two ball in the bottom pocket withinks.



retain interest. The problem? It's just too damn inaccurate.

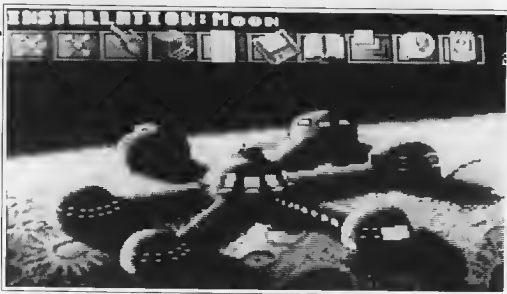
Once you have decided which of the six games you wish to play, you begin to notice the inaccuracy. You are presented with a short line that points in the direction that the cue ball will go when you take the shot. The problem is, only angles of about 10 degrees seem to make many difference to the outcome of the shot. But no matter how perfectly you set up the shot, the cue ball still shoots off in a completely unexpected direction.

This spoils what is in all other respects a very competent game. It could have been so good, that's what's annoying. Why oh why did they have to mess it up? Oh well, it's back to the 64 version for me.

Tony Dillon

GRAPHICS	83%
SOUND	76%
PLAYABILITY	42%
LASTABILITY	40%

51%



Nice, if you like watching "Space 1999"

MILLENNIUM

This is a game that Activision are not quite sure how to categorise.

The fact that it is not easily fitted into a convenient commercial slot is in itself a welcome sign that this is a game completely out of the ordinary.

An asteroid has collided with earth, and the catastrophic damage caused to the planet has made it uninhabitable.

Foreseeing such a possibility, Mankind had set up a self-sufficient colony on the moon. Its aim was to seek out useful-looking planets and

moons, and using a technique called "terraforming", make them capable of supporting life. Now the race is on to "terraform" the earth itself. But before operations can com-

mence, much research must be carried out, and supplies of minerals unavailable on the moon must somehow be obtained.

The player starts out with

the moon base at his disposal. A relatively minor affair, the base runs on batteries, mining what minerals it can. The solar system must be explored using unmanned probes, in

Squarehead looks like a Roman god



Activision
Price: £24.99

AMIGA

Screen Scene



Vacancies on the moon.

M 2.2



Mine those useful elements.

order to find those planets which require life-giving elements. But before a probe itself can be built, a greater power source must be assembled first, and this too must be researched before manufacture. Once made, the base's energy supplies can be hooked up to it, and work on the probe can be transferred to the flight bay, prior to launch. When it arrives at its pre-set destination and is landed, the player loses direct contact with it. At this stage,

research into the destination planet may be initiated.

Later, if thought worthwhile, a craft of a different kind may be sent there, to establish a new colony. The problems in producing them become progressively difficult. More and more power is needed, and worse, a material shortfall of elements not available on the moon shows up.

The mode of play is almost entirely by mouse. A picture of moon base forms a sort of top-level menu, and as the

cursor arrow is moved across it, the function of each section is displayed, and can be selected by clicking. Going in deeper, if the research section is selected, a file-type graphic offers research into seven different types of project — energy, transport, weaponry, and so on.

Since research and production take time, not to mention flights, the real-time clock of the game can be advanced by hours or days.

Moving around from function to function to sub-option is very slick, with the one exception I found in the controlling of spacecraft. Exit from the control function is clumsy, and the requirement to intervene and auto-land a craft that has achieved orbit seems unnecessary.

As time progresses, significant events are announced through the automatic display of a bulletin board, which can be accessed at any time for reference.

The instructions in the manual are minimal. This is

deliberate, for to give too much detail in them might give away some of the surprises the game has in store for you. Yet it is a little unrealistic to suppose that after researching a project you have no idea how it functions! This is the case for the various types of spacecraft available — if seems you must fly them and learn by experience how to use them.

One thing that certainly wasn't clear to me at the outset, and is worth bearing in mind if you intend to play this game, is that only one project can be researched, and only one item can be in production, at any one time.

Milenium 2.2, originally written as a text game for the PC by Ian Bird, was picked up by Activision as an ideal candidate for window and mouse interfacing. The resulting graphics are superb without being spectacular, and suit the mood of the game admirably. Similarly, the sound, consisting mainly of low-level sound effects, like the background noise of heavy mining machinery accompanying the resource screen, heightens the sense of atmosphere, as well as being an aid to identifying which option you're in.

Arcade? Strategy? Adventure? You must make your own mind up — but be sure of one thing — this is more a long-term project than a game.

Keith Campbell

SOUND 80%
GRAPHICS 82%
LASTABILITY 86%
PLAYABILITY 86%

84%

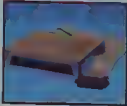
AMIGA AT&T ELECTRONICS



AMIGA PRO SAMPLER STUDIO + DAT&T JAMMER

- A top quality sound sampling system at a realistic price
- 100% machine code software for realistic functions
- Buffers sample editing
- Realtime frequency display
- Realtime level meters
- Files saved in IFF format
- Adjustable manual/automatic record on level
- Variable sample rate & playback speed
- Separate scroll line waveform windows plus zoom function with edit windows for fine accurate editing
- 3D stereo sound waveforms. Wave editor to design your own waveforms or adjust existing ones
- Microphone & line input 1/4 Jack & Din connections
- Software files can be used within other music software

ONLY £69.99 PLEASE STATE A500/1000/2000



To complement the Sample Studio the Dat&T Jammer gives you a 4 octave keyboard to play & record your sampled sounds

FEATURES:

- 4 track sequencer up to 9999 notes
- Tempo & Beat controls
- Music can rely on Instruments
- Load & Save sequences
- Works on standard IFF file sounds



MIDIMASTER

- Full MIDI interface for A500, 1000/2000 (please state model)
- Compatible with most leading MIDI packages including Dr. Music
- Works in A001 Out 1/2 MIDI Thru
- Fully Opto Isolated
- No need to pay more for MIDI standard

ONLY £34.99

MIDI CABLES

- Top quality
- 3 metre length

ONLY £6.99 PAIR
UNBEATABLE VALUE

MIDI MUSIC MANAGER

A TRULY PROFESSIONAL
MIDI PACKAGE AT A
REALISTIC PRICE

- Play sampled sounds on Amiga from any MIDI track
- Full dubbing. Drive to new track while recording on other
- Works with many MIDI interfaces including Dat&T Midi Masters (see Ad)
- 8 real-time MIDI tracks for record/playback
- Adjustable track length. Limited only by available memory
- Works with standard IFF files

ONLY £39.99

DISC/STORAGE BOX OFFERS

DD40 holds 40 1.5 discs. Available
ONLY £6.99

DD60 holds 60 1.5 discs. Available
ONLY £8.99

DISCS

- 1.5 DD/SD
- Top quality bulk packed

ONLY £22.99
FOR 25 DISCS

ROBOTARM

FULL FUNCTION - 5 AXIS MOVEMENT

- Explore the fascinating world of Robotics with this full feature Robot Arm
- Human like dexterity with 5 Axis of movement. It is so versatile it can manipulate small objects with amazing ability
- Easily controlled using 2 joystick plus 8 pins (up or down) to your Amiga with our Interface + Software to the Computer/Robotics control (see Interface offer)

- Comes with Accessories including Finger Jaws, Magnetic Alignment Sheet & more. 4.5 slotting bracket Base legs etc.
- Uses 4 IFF batteries (not supplied) to power motor movement. No need to reprogram power
- Self contained ready to use (except batteries) joystick kit

ONLY £49.99

INTERFACE OFFER

- Unique Software/Hardware package to allow you to interface your Amiga with the Robotarm
- Twin mode allows you to store & then recall movement sequences
- Very easy to use

- This interface is not created to use the Robotarm but interfacing with your Amiga has great possibilities

ONLY £24.99
COMPLETE WITH CABLES.

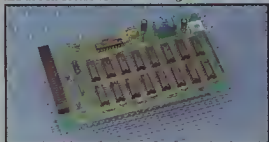


DATTEL ELECTRONICS

EXTERNAL 3.5" DISC DRIVE

- Simultaneous low profile unit - only 6" long!
- Top quality NEC drive mechanism
- Throughport allows easy changing of other drives
- A superbly styled case finished in Amiga colours
- Fully expandable
- 1 meg unformatted capacity
- Good length cable for portability on your desk
- Value for money - before you buy a drive please compare the features this drive has to NEC drive unit & is housed in a superb housing - many units available are built to a price & not a standard. Don't spend a few pounds less & end up with rubbish! & remember you are buying from the manufacturer
- Complete - no more to buy
- Single or twin drive models available

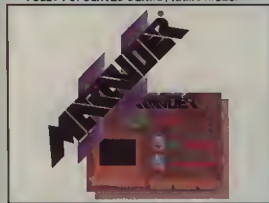
ONLY £89.99 SINGLE DRIVE £149.99 TWIN DRIVE
ADD £5 FOR COURIER DELIVERY IF REQUIRED



512K RAM EXTENSION CARD

- Available with/without calendar/clock option
- Slows page intervals into A500 size
- Switches in/out with switch supplied
- Paced in minutes - no addressing etc
- Accepts 41256 DRams (also 8 BitEd)
- With calendar/clock onboard time/date automatically loaded
- Battery backed to retain time/date

ONLY £19.99 FOR STANDARD CARD TO ACCEPT 512K
ONLY £34.99 FOR VERSION WITH CLOCK/CALENDAR
PHONE FOR LATEST
FULLY POPULATED BOARD / RAM PRICES.



MARAUDER II

QUITE SIMPLY THE BEST DISC COPIER AVAILABLE FOR THE AMIGA (ALL MODELS)

- Superfast disc copier will copy almost any commercial disc
- Friendly user interface - Mouse driven throughout
- Completely compatible with Amiga multitracking system
- Even decodes many encoded programs in Audio D Print/Video/Photo/Music/D etc
- Supports up to 4 drives simultaneously for many copies
- Special Strategy Files cope with even the most advanced protection schemes
- Now shipping for latest version
- Fast options - typically around 40 seconds
- UK's top selling copier

ONLY £29.99 POST FREE



EXTERNAL DRIVE SWITCH

- Switches in/out of external drives
- Set in on drivers, allocated for drives not currently in use
- DFI & DFI 2 - 20 mils

ONLY £9.99



REPLACEMENT MOUSE

- Fully Amiga compatible
- Rubber coated ball
- Optical type

ONLY £24.99

SPLITTER LEAD

- Allows joystick & mouse to be connected to same port

ONLY £4.99



DATA ACQUISITION UNIT

- Turns your Amiga into a sophisticated measuring instrument capable of measuring a wide range of data signals
- Sample & display events from microseconds to hours - with amplitudes from millivolts to 50 volts
- A Hardware/Software package with very high spec oscilloscope

DIGITAL SCOPE DISPLAY 2 channel inputs Manual or continuous display Timebase 500ns/div to 20us/div resolution to 0.5s

- 6 bit flash conversion gives 2 million samples/sec

PLOTTER DISPLAY

- Timebase range 1 sec to 10hrs per plot

All features found on units costing thousands of pounds

ONLY £89.99

PLEASE STATE AM06/1000/2000

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE

0782 744707
24hr Credit Card Line

BY POST

Send cheques/P.O.s made payable to Datatel Electronics

FAX

0782 744292

UK ORDERS POST FREE
ELSEWHERE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please receive goods by telephone prior to visit.

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

DYNAMITE

ONLY £4.99
AND THE CHANCE
TO WIN A
VIDEO CAMERA



- ▶ THE SOFTWARE MINI-MOVIE ON VIDEO
- ▶ FEATURING: SIMULATIONS, ROLE-PLAYING, ADVENTURE, ARCADE, ORIGINAL CONCEPT
- ▶ STARRING LITA
- ▶ EXPERIENCE THE REALITY
- ▶ SPECTRUM, C64, CPC, ST, AMIGA, PC.
- ▶ AVAILABLE 1 MAY FROM ALL GOOD SOFTWARE STORES



Hot-Shot Entertainments Limited



IF YOU HAVE ANY DIFFICULTY OBTAINING ACTION SCREENPLAYS
FILL IN THE COUPON BELOW AND SEND TO
HOT SHOT ENTERTAINMENTS LTD PO BOX 336 COLCHESTER,
SSEX CO4 5BL

NAME

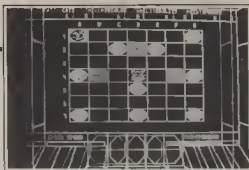
ADDRESS

PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO
HOT-SHOT ENTERTAINMENTS LTD.

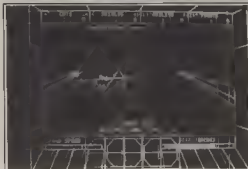
*Now you can take home
a piece of the action*

ACTION SCREENPLAY and HOT SHOT are registered trademarks of HOT SHOT ENTERTAINMENTS LTD

64

Screen
Scene

Play your cards right



The fun is over.

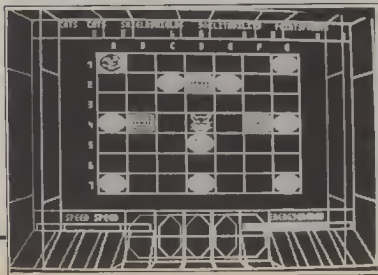
Elite

Price:

£9.99 cass

£11.99 disk

WANDERER



In the distant future there exists a confederation of ten planets that are controlled by the overlord Vadd. You are the Wanderer, a space mercenary, and you have been hired by the confederation to destroy Vadd. To do so you need a disruptor, but disruptors don't come cheap.

The idea is to fly between planets, trading to collect money to save up for the disruptor of your dreams. Sounds pretty run of the mill until you find out what you trade—your precious cargo is playing cards! To make money you must make the planets 'hands' better. An economy controlled by playing cards? Do me a favour!

Needless to say, Vadd's cronies are out to stop you and will do their best to deplete your shields and thus destroy you. When you start you have six shields and an ability rating of zero. The ability rating is increased by shooting enemies, and it governs how far you can move across the galactic map and how many of the three black holes you can enter. If your shield reaches zero, but you still have some energy, you will be sent into limbo where

AMIGA	
PRICE	£19.99
Graphics are a little better and a lot smoother, you can switch the game into 3D mode (3D specs supplied) but it doesn't look very 3D to me. The Amiga version is single colour like it's 64 counterpart, gameplay is improved due to the extra speed but it still gets boring after a couple of hours.	
GRAPHICS	52%
SOUND	37%
PLAYABILITY	50%
LASTABILITY	37%
OVERALL	42%

you have a chance to win the night to continue the mission.

Wanderer uses vector graphics which should mean that they move smoothly and quickly, right? Wrong! They move jerkily and slowly and everything is presented in glorious monochrome.

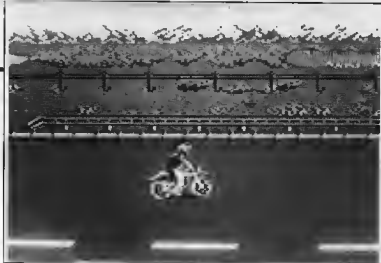
The sound is just as bad as the graphics, a few spot effects and a merry little tune (to celebrate your demise) are all you get.

Gameplay is slow and repetitious. Basically you get some cards, fly somewhere else, trade them in and then go through it all again. It looks like a lot of parts of other games badly glued together. The black hole level looks very much like the tunnel game from Master of the Lamp. I can't see anyone getting much enjoyment out of Wanderer for more than a couple of hours, so steer well clear of this one.

Mark Mainwood

GRAPHICS	45%
SOUND	37%
PLAYABILITY	40%
LASTABILITY	27%

35%



A disgraced biker on the 64

DANGER freak

Rainbow Arts

Price:

£9.99 cass

£14.99 disk

Remember the theme to "The Fall Guy"? "I've been on fire with Sally Fields, I've made love to a girl named Bo, yes I've had Farrah in the sack, I've been in love with Kim Basinger. Oh I'm the unknown stuntman, la da da da da!" What a great life eh? All the danger, excitement, and woman you could want. Excitement yes, woman yes (or no depending on sex and/or sexuality) but danger? What sort of person thrives on danger?

The Danger Freaks, an elite band of stuntmen and women that's who. The idea behind this game is to carry out all the stunts in a certain movie without killing yourself and without

It seriously worries me that our kids are growing up watching programs being presented by novelty, green, Spurs fans (well aren't they all?). And that's Gilbert, rising star of Get Fresh and Gilbert's Fridge.

In order to boost his megastardom and his ego, Gilbert has decided to accept the offer of appearing in another series on Earth. Now all Gilbert's fellow Drillhans have great problems in handing Gilbert bragging about his fame, so in an attempt to stop him getting to Earth on time to sign his contract they have

*Gilbert
prepares
to float off,
but
where's
Charlotte?*



Again Again

Price:

£9.99 cass

£14.99 disk

Gilbert

64

Screen Scene



Biking past a Mexican firebomber in the Amiga version.

going over budget. Flash tricks and breakages of any equipment are expensive. Smashing into anything or falling off or over things is damaging.

You are given three

attempts to complete each of the stunts, which are composed of three sections. The "racing forward very fast" section, the "run to the getaway vehicle" section and the "clamber aboard the helicop-

ter" section.

The racing forward bit consists of you moving at top speed, weaving in and out of obstacles such as violent policemen, holes and rampant sharks. Certain obstacles take different approaches to get around. Barricades need to be ducked under, potholes need to be wheeled over. Sharks need to be avoided etc.

Graphics aren't very good unfortunately. Sound isn't that much better: the intro tune is poor and the in-game FX aren't really anything in the way of a step up.

Not Rainbow Arts finest. A surprisingly sub-standard quality product from a company famed for raising standards.

Tony Dillon

GRAPHICS 67%
SOUND 59%
PLAYABILITY 71%
LASTABILITY 51%

58%

PRICE £19.99

There's little to separate this from the 8 bit version for the usual minor improvements in sound and graphics. The gameplay is the same which makes this even less of a good buy than the 64.

SOUND 56%
GRAPHICS 62%
LASTABILITY 65%
PLAYABILITY 60%
OVERALL 57%

broken his space craft into several pieces, which they have secreted about the planet.

Not being completely heartless, Gilbert's mates have told him that if he can beat them at their favourite video games they'll let him have a piece back. All very well, but Gilbert has only got twenty-four hours in which to make it to Earth, and every time he loses a game an hour will be deducted from the clock.

The games can be played in any order, that is when they have been fouho. Onli is big, containing oceans, swamps and cities all populated by nasty creatures who seem to hate Gilbert even more than his friends do. An example of the kind of games you are likely to find is a gem called *Sprout Wars*, a shoot 'em up whereby you have to save your sprouts from the Bihelze bugs by attacking them with leeks.

There are three other games on top of all this which have to be "clocked" in order to complete the game overall. And to make things worse some they're hidden in places

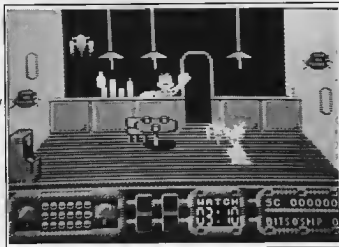
like swamps or beneath oceans.

Gilbert is an enormous game, hundreds of scrolling screens, five arcade games, hordes of nasties and a great soundtrack. All of which lead the programmers to assure me there were a mere two bytes left in the memory by the

time they were finished. Take it as you will.

This, I am afraid to say, qualifies as a slightly-above-average game and nothing more. It takes a long time to find the arcade sequences, and often proves infuneling it could be worse, but then it could be a whole lot better.

Mark Patterson



Pin of Cortilia
Wins and
put a hand
on it.

GRAPHICS 67%
SOUND 62%
PLAYABILITY 56%
LASTABILITY 54%

60%



HEY AMIGOS GET MORE WITH AMIGASI
In future advertisements Harwoods Harware will feature SPECIAL OFFERS or NEW PRODUCTS but unfortunately he's got no name

Send us your suggestions and the winner will receive
A PRIZE OF OUR FIRST FUTURE OFFER FREE!!!

HARWOODS POWERPLAY

POWERPLAY PACK 1

Our SUPER VALUE POWERPLAY PACK 1 offers you the chance to buy your Amiga A500 with ELEVEN GREAT GAMES FREE to start you off right. Not only that, we also include ABSOLUTELY FREE, a Mouse Mat, TV Modulator and a Tutorial Disk. This adds up to an AMAZING AMIGA SAVING OF £264!!!

POWERPLAY PACK 2

If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!



FREE STARTER PACK
 ○ Sword of Soden ○ Starting Image
 ○ Helioset ○ Snake Force Harner
 ○ Helioset ○ Winter Olympiad
 ○ Power Struggle ○ Backlash ○ Bermuda
 ○ Quadrahen ○ Stealth ○ Starquest
 ○ Project ○ Stechase ○ Starquest
 ○ Mouse Mat ○ Tutorial Disk
 ○ TV Modulator
WORTH £264

ONLY...
£399*

Only
£599

PACK 2 includes the super "Powerplay Pack 1 plus a CBM 1084S colour monitor- See those games. Hear those games WITH ADDED REALITY!
(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

SAVE EVEN MORE WITH ONE OF OUR

4

GRAPHICS HARDWARE



MINIGEN

Add computer graphics to your own videos, easily!!!
Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures

MOVIE MAGIC AT ONLY £113.85

DIGIVIEW GOLD

Digiview adds colour images in 1/60th second at all resolutions from 2 to 4096 Colours up to 640 x 400 Pixels (Requires video camera or video with three picture pass)

ONLY £129.95



POWERPLAY PACK 3

Take out Powerplay Pack 2 and add (to your choice) a Citizen 1200 OR CBM 1230/1250 Printer for that COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM

only...
£749

POWERPLAY PACK 4

Take out Powerplay Pack 2 and add (to your choice) a Citizen 1200 OR CBM 1230/1250 Printer with 'The Works' integrated Professional Software instead of Powerplay's games

WE MEAN BUSINESS AT JUST
£749

—ACCESSORIES—

MICROBLASTER JOYSTICK

New Shandy, arcade quality fully microswitched normal 16 rapid fire- 12 Month Warranty

TAKE CONTROL **£12.95**

ZIPSTICK SUPERPRO™

Professional quality with that "Perfect Feel" joystick 12 Month Warranty

£18.95

—BLANK MEDIA—

BULK DISKS (Prices per 10 disks)
3.5" 05/DD **£8.95** - with library case **£10.95**

Commodore



The Original Diskette High quality brand made fully guaranteed SUPERB VALUE Box of Ten 3.5" 05/DD **Only £14.95**

WHY BUY FROM HARWOODS?

ORDERING MADE EASY

- ORDER BY PHONE: Simply call our 24hr Helpline using your Access/Voice or Landline Charge Card.
- ORDER BY POST: Make cheques/bankers' orders/drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (N.B. Personal or business cheques require 7 days clearance from date of receipt before dispatch)
- PAY AT YOUR BANK: If you wish to pay by Credit Card Transfer at your own bank, please let details.
- FREE POSTAL DELIVERY: Goods in UK Mainland (in 7 day delivery) OR COURIER SERVICE: Add £25 per parcel item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance)

COMPARE OUR SERVICE

- After you've purchased from Harwoods we'll be here to completely satisfy you should any problems arise
- 12 MONTH WARRANTY: If goods arrive to be faulty within 30 days of purchase they will be replaced with A NEW UNIT for the remainder of the Customers Period. All warranty claims will be made FREE OF CHARGE.
- COLLECTION: Faulty/third party computer or monitor will be collected from your home FREE OF CHARGE within the Customers Period.
- FULL TESTING PROCEDURE: All computers are thoroughly tested prior to dispatch.

CREDIT TERMS

Gordon Harwood Computers are licensed trade brokers and facilities to pay by credit are offered for most items. 12-36 month HP terms are available (subject to status). Just phone us and we will send you details along with an application form (Applications are required in advance).
 * Examples quoted are based on 36 months with no deposit.

WOOD'S LAY Portfolio

A5
To help us ensure
your order please quote
the number along with the
Depts code shown in the address block.



DATA STORAGE DEVICES

30 MEGA BYTE HARD DISK

Real power for your Amiga: connects directly through sidecar expansion bus. Ultra reliable, built in power supply & fan, styled to match your Amiga.

NEW
MEGA STORAGE
AT ONLY
£399

(includes 12 months replacement warranty FREE
optional 24 months available)

CUMANA DISK DRIVES

All Cumana drives feature enable/disable switches, 1 meg capacity compatible with A500, A1000, A2000 and PC1.

2nd drives powered from computer
3rd drives have internal power supply
(5.25" drives are 40/60 Track switchable)

CAX 354-3 5" 2nd drive **£99.95**

CAS 364-3 5" 3rd drive **£124.95**

CAX 1000-B 25" 2nd drive **£129.95**

CAS 1000-S 25" 3rd drive **£139.95**

**SAVE MONEY
SAVE DATA!**



PRINTERS

Our range of 9 Pin dot matrix printers include the following features:

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc. Tractor and friction paper feeds.

CITIZEN 1200 FULL 2 YEAR WARRANTY
Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for IBM 84 etc. **£149.95**

COMMODORE MPS 1230/1250
Both supplied with dual interface ideal for C64/128/16/4 or Amiga etc. **£159.95**

COMMODORE MPS 1500C
High quality colour printer manufactured by Olivetti. Epson JX 80 compatible. **£195.95**

STAR LC 10
Multiple font options from front panel, excellent paper handling. **£199.95**

STAR LC 10C
Colour version of the popular LC 10 allowing the effect of full colour on screen dumps. **£239.95**

FREE! PRINTER CABLES

To connect to a variety
of computers
(Please state type when ordering)

SOFTWARE

AEGIS VIDEO TITLER
For use with Graphics cards such as MINGEN. **£99.95**

WORKBENCH 1.3
Latest version of Amiga OS, with many additional features. **£14.95**

THE WORKS
Integrated W.P., mailmerge, spreadsheet, pro databases, multicolour graphics. **£79.95**

BBC EMULATOR SOFTWARE
BBC Basic at 4x times the speed. **£49.95**

HARDWARE UPGRADE
COMMODORE A501 RAMPACK
Now you can see those extra features in your software such as enhanced graphics, better sound etc. Extra 512K RAM & Real Time Clock. **£139.95**



MONITORS

COMMODORE 1084S

Manufactured by Philips 14" High res. colour, Stereo Speakers, Allows full use of your Amiga's 80 column text display and High Resolution or Multi-Colour Graphics Modes.

**AMAZING
VALUE
AT ONLY**
£229
New lower price

PHILIPS CM 5533

14" Stereo colour monitor with Green Screen Switch - Better clarity of text.

**SUPER
SAVER
AT ONLY**
£239
New lower price

FREE LEADS!

1084S Supplied with leads for Amiga, C64, C128 and standard colour IBM PC compatibles. CM 5533 Please specify your computer for correct FREE connection leads.

24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call and see us, we will be only too pleased to demonstrate the entire range of amazing Amigas and a host of peripherals, accessories and software.

REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS, VAT & Postage are included and are correct at time of going to press.

© D.E. Offers subject to availability and are currently advertised prices.



**GORDON
HARWOOD
HARWOOD
HARWOOD
Computers**

GORDON HARWOOD COMPUTERS
DEPT CUS 69-71 HIGH STREET
ALFRETON, DERBY, DE5 7DP
Tel. 0773 836781 Fax. 0773 831040

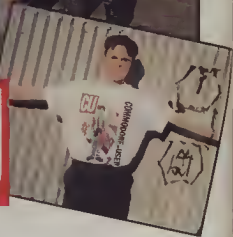
GET IT ON!



ALL NEW

CU

T-SHIRT



Please send me ____ T-shirts at
£5.95+50p p&p each.
Size M/XL. Total amount enclosed £ ____
Please make cheques payable to
Commodore User and send to:
Commodore User T-shirt offer,
14 Holkham Road, Orton Southgate,
Peterborough, PE2 0UF.

Name

Address

.....

Please allow 28 days for delivery.

MODELLED BY THE MOST DYNAMIC TEAM IN THE BUSINESS

Guaranteed to create jealousy in all
your mates, this exclusively designed
T-shirt is a **MUST** for all serious CU
readers.

To get one before **THEY** get you just
fill in the coupon and send it along with
a cheque for £5.95+50p p&p.

64

Screen
Scene

At last, a game for Yorkie Man

hazards. Some countries have a fork in the road so your choice of route expands still further, some routes may be short cuts, others may be very difficult. This means that when you've finished the game, and that could take quite a while, you can always go back and try a different route.

Being in mind the limitations of the 64 I think that the programmers have done a good job on *Supertrux*. If you liked *Out Run* but were disappointed with the 64 conversion then you could find *Supertrux* a decent substitute.

Mark Mainwood

SUPERTRUX

Keep on truckin'.

The *Supertrux* trophy is the most coveted trucking award devised. Nine European countries have come together to sponsor the event and award the prize. They've also agreed to let the thirty-ton trucks run their roads and terrance their motonsts. You take the wheel of the truck and the idea is to negotiate a route through the nine countries, avoiding hazards on the way. After you have successfully made it through one country the road looks to give you a

choice between two more countries.

Sound familiar? That's right it's *Out Run* with trucks. In fact *Supertrux* is actually closer to *Out Run* than *Out Run 64* was. The 64 version of *Out Run* didn't allow you to chose your route. The graphics were pratty awful and the road side effects just seemed to gracefully float past. *Supertrux* has taken the same format and improved it vastly.

The road moves quite smoothly and convincingly as do the other hazards. Background scrolling is also good, giving a view of the country you are currently racing in. The graphics around the road also give an indication of your location. Although road graphics are quite varied the trucks aren't, all the other trucks look exactly like yours with a different colour scheme.

Sound is a bit of a let down, there's a reasonable title screen tune but in the game all you get is the throaty roar of



the engine picking up speed. *Supertrux* is certainly playable, a good control system with no gears to worry about means that you can concentrate on the road and avoid

GRAPHICS	70%
SOUND	35%
PLAYABILITY	70%
LASTABILITY	65%

62%

Elite
Price:
£9.99 cass
£11.99 Disk

AMIGA

Screen
Scene

It was with great disappointment that I discovered U.S. Gold's game wasn't an adaptation of the superbly camp film. No Doug McClure. No Peter Cushing. If it wasn't for the fact they told me it had pterodactyls in it, I'd've been too disheartened to boot it up. The game itself comes on two disks and there's the usual disk-swapping palaver to get going, but to give it its due it is reasonably swift to load up, unlike some other two disk games I could mention.

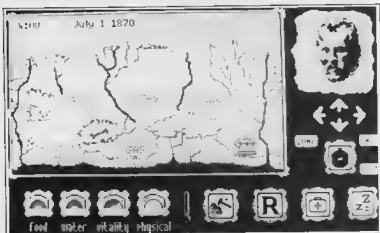
The first thing you have to do is to choose a character from one of four eminent scientists. Your choice will, I'm assured, have a discernible effect on your physical and mental qualities. You'll have to trust them on that one. I didn't detect any major differences.

From there it's up to the volcano Snaffels to begin your little outing. Flimsy scenario certainly isn't this game's weak point. It does after all have the Jules Verne novel to draw on. The introduction is a captivating series of screens in the classic adventure mode. The first mini arcade sequence is nice to look at but dull.

Into the game, and you're confronted with a screen which looks uncannily like the side of a sauna with its little dials and wooden panelling. This is what you're going to be staring at for most of the game, so you'd better get used to it. When you've chosen a compass direction a little text box pops up and tells you about the scenery and if anything happens to you. This usually seems to be either a sprained ankle or a bite from a bat, or variations on them.

**U.S. Gold
Price:
£24.95 disk**

Journey To The CENTRE OF THE EARTH



Try your luck with this map.

Fortunately you can repair their minor injuries with the aid of your trusty medical bag.

In trying to combine action and adventure, the programmers CHIP, have managed to combine the worst of both worlds: the tedium potential of adventure and the vacuity of the arcade. It is very nicely done, but I'm afraid that *Journey To The Centre Of The Earth* is boring. Something which the book never was.

Screens illustrating your surroundings are few and far between and the arcade games become repetitive. One to look forward to is the stampede of mammoths. Trying to avoid them is like trying to cross the M25 with a blindfold on. Being hit by a mammoth charging at full pelt

(no pun here surely? Ed) is not something I would expect anyone to get up from, least of all your ageing scientist. Yet, this old man with the sprained ankles, well, in fact only if you are hit half-a-dozen times, does a little text box appear telling you you've been bitten by a bat. But life's like that isn't it? You survive being trampled to death by a ram-paging herd of mammoths only to die soon after from a chronically sprained wrist. It's simply not fair and neither is *Journey To The Centre Of The Earth*. It should have been good, but it isn't really.

Mark Heley



**GRAPHICS 70%
SOUND 56%
PLAYABILITY 62%
LASTABILITY 63%**

60%

Discover new ways of using your micro



Commodore

computer show

Commodore computers are making major inroads into the world of professional and business applications - as you can see for yourself at the Commodore Computer Show. Do more than 100 stands you'll find the very latest in desktop publishing software, presentation graphics, desktop video, communications, computer graphics and a whole lot more besides - not forgetting the ever-growing range of innovative entertainment software for when you need to unwind.

With special events, presentations and an advice stand, the Commodore Show is the place to go - whatever your interests.

NOVOTEL EXHIBITION COMPLEX
HAMMERSMITH, LONDON W6

FRIDAY TO SUNDAY
JUNE 24, 1988

10-6pm Friday and Saturday.
10am-4pm Sunday

HOW TO GET THERE
By Underground:
Hammersmith (Piccadilly
Metropolitan & District)
By Bus

266, 714, 716, 290, 30, 72, 73, 74



பின்னர் கருவிகள்

- Adult tickets at £4 (save £1)
- Under 18s tickets at £2.50 (save £1)
- Family ticket at £11 (save £7)
- Adults two adults and two children

Post by Correspondence Show 1444px, PO Box 2
Pleasanton Post, South Wimal 145 48.5

Chèque payable en Dotation d'adhésion

* Please debit my Account/Visa card no.

Notes

Address:

Postscript

Blog new!

Substratum et dose
E1 Infusum E2 50 µg/mler tract

With great respect and
sincerely,
Yours truly,
John F. Kennedy

PHONE CHIEF
Rox State Highway 151 151 2000

PLASTIC FILMS

REVISED 12/2/97

DATE _____

2000年1月1日

[illegible]

number and full address

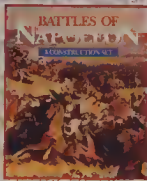
SSI...A WHOLE NEW WORLD OF ACTION AND ADVENTURE



TYPHOON OF STEEL™ The ultimate simulation of Grand Level Conflict in the Asian, Pacific and African Theatres of the Second World War. This highly detailed game allows you to fight individual battles, as an entire campaign.

The Double construction set feature enables players to recreate any combat involving American, Japanese, German or British Forces.

IBM 64/120 DISK \$24.95



BATTLES OF NAPOLEON™ A superb advanced war game and a full blown construction set. Build your own maps with five terrain options, or let the computer generate a random scenario. Create the action of your choice meeting the requirements of your strategy specifications. Or if you wish to get straight to the action, choose from the many pre-made scenarios such as Waterloo, Quatre Bras, Borodino and Breda.

IBM 64/120 DISK \$24.95
IBM PC \$29.95



FIRST OVER GERMANY™ Start an extraordinary mission in Utah yesterday in the death filled skies of Europe. Sharpen your crew's efficiency and experience until you pilot your B-17 into live combat action as part of 30th Bombardment Group—America's first overseas group to take to the skies over war torn Germany. Complete 15 deadly missions and the humans are yours.

IBM 64/120 DISK \$29.95
IBM PC DISK \$29.95

REBEL CHARGE™ Rebel Charge at Chickamauga recreates the Confederates last offensive of the Civil War. Played on a 64 x 64 square grid.



The game can be played at 1 of 3 levels of difficulty and is a must for players of the "Gettysburg" system.

IBM 64/120 DISK \$24.95
IBM PC DISK \$29.95
IBM AMIGA \$29.95

SOME OF LIBERTY™ Some of Liberty makes you to recreate 2 battles from the American War of Independence. The Battles of Brunker Hill, Monmouth and Fort Mifflin.



Based on the popular "Gettysburg" System the game has introductory, intermediate and advanced levels.

IBM 64/120 DISK \$24.95
IBM PC DISK \$29.95

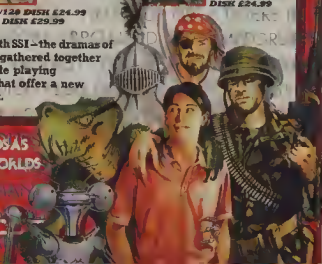
SHILOH™ The battle of Shiloh was a decisive event that could easily have been a Union defeat or victory. Now, you determine the outcome of Grant's famous trial and his destiny.



IBM PC
DISK \$29.95
IBM 64/120
DISK \$24.95

There's a world full of opportunities with SSI—the dramas of the past, the mysteries of the future, gathered together to form an unrivalled collection of role playing fantasies and all action simulations that offer a new dimension in computer entertainment.

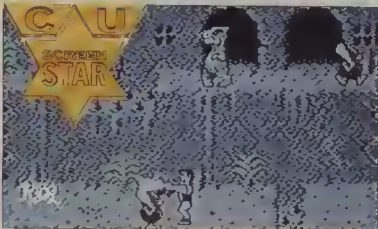
YOU'LL MAKE SOME UNUSUAL FRIENDS AS
YOU EXPLORE OTHER TIMES, OTHER WORLDS



64

Screen
Scene

Too cute to club?



Do not play with dina might...

RENEGADE

3

You cried when Renegade was first parted from his girl, you laughed at the C64 conversion of the game, and then stood back in awe at the brilliance of its aptly named sequel, *Renegade III*.

Now from the bowels of Ocean/Imagine and the programming genius of Zach Townsend comes the third, and, judging by the title, the last in the *Renegade* series. And I can't help but be impressed.

Yet again Renegade's girlfriend has been dragged screaming from his arms, only this time the kidnappers are from the future, allowing a far more original perspective on the scrolling thump 'em scene.

By starting you off in the Jurassic period it becomes increasingly obvious that this is one game not to be taken seriously. Be honest, green dinos and Captain Caveman look-a-likes running around willy nilly are hardly a vote for the sensible party. And just when you think you've made it to the end of the level on comes an army of the aforementioned wordos. Kill enough of them and the screen scrolls on further.

One standard feature in short supply is the end-of-level encounter. Instead, a nice congratulatory note is fleshed up followed by a press play on tape message. I know it's a level-on-level multi-load, but then again, is that anything new nowadays?

The graphics are worth more than a passing mention, they come the closest as possible to arcade quality on the 64. All credit goes to Andrew Sleigh and Rob Hemphill for some excellent humorous characters. My favourite so far are the short, big-nosed mummies featured on the second level, which are almost too cute to club. Not only are they well-designed but well-handled. God only knows how so many hi-res sprites are handled so well on the same screen.

Then there is the customary Jon Dunn sound track and FX — and one of his better attempts this time, I'm pleased to say.

Difficulty is an idea I hate. Normally coupled with frustration, toughness features high in this game. It took me two days before I completed the first level, and, even worse, in a fit of temper I smashed my favourite joystick off of the wall and wrote it off. I don't suppose it's still covered by the guarantee. It is worth persevering though, and once I had made it off the first level, I found myself dragging onto a bank, kneed in the gookies, and revived enough to keep me playing for a full five hours non-stop.

Probably the best arcade game on the 64 at the moment, *Renegade III* has lots and lots of gratuitous violence spliced with addictive gameplay and mounds of humour. My recommendation is, get it before it gets you.

Mark Patterson

Imagine
Price:
£9.95 cass
£14.99 disk

SOUND 85%
GRAPHICS 91%
PLAYABILITY 83%
LASTABILITY 86%

88%

REAL

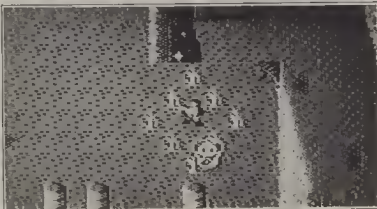
I don't so much know about the real part, after all, which came first, the human, or the animation? What is clear is the popularity of the cartoon spin off of the blockbusting movie 'Ghostbusters'.

Consisting of the portly Ray Stantz, the ever intelligent Egon Spengler, the loud mouthed Peter Venkman and late recruit Winston Zeddemore, the Ghostbusters are once again called out to kick spectral ass, this time in an attempt to save the city from hordes of ghoules, demigods, zombies and just about anything else that has expired.

The most striking feature of the game is how little it has in common with the cartoon. In fact the only thing that will convince the observer of the tie-in is the rather smart rendition of Ray Parker Jr.'s 'Ghostbusters' theme tune. The main character sprite is tiny, blocky and poorly animated bearing no resemblance to a human, or a ghost for that matter. The graphics for the opposition aren't much better either. They either shoot at you with an unnerving accuracy, or mill cluelessly around, all the while looking as ill-defined as the main character sprite, only somewhat bigger in certain cases.

Disposing of the ghosts is quite easy if you can master controlling your man. Moving between static objects and moving targets is frustrating and awkward, as the perspective the game is viewed at is not quite from overhead. Ghosts can be shot, or, even better, frazzled using your photon pack by holding the fire button. This causes a constant stream of pure zap to be emitted

Gross: ghoulish and ghouly — yes, we do mean the game



ted from your gun.

At the end of each level, if you can get that far between the tears of laughter, is a moderately proportioned guardian who puts up less resistance than a Frenchman in 'Allo Allo'. Finish him and collect the key to advance to the next level.

As if the game wasn't bad enough Activision have incorporated the beloved Bes-

GHOST~
BUSTERS

tardload tape system that is present on all their tape software. Sorry guys, but it is just not good enough.

I only wish there was a lighter note to this, but I can only advise against RGB, it is an unplayable, unattractive piece of software which would receive the same review from me had it been released four years ago.

Mark Patterson

Activision

Price:

£9.99 cass

£14.99 disk

GRAPHICS 27%
SOUND 69%
PLAYABILITY 38%
LASTABILITY 34%

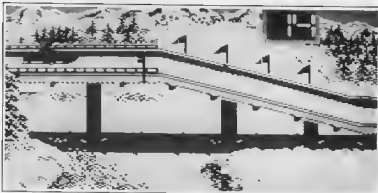
32%

AMIGA

Screen
Scene

GAMES

Down the slippery slope



WINTER EDITION

Somewhat resembling one of life's rotund Honey monsters, the last time I did anything remotely connected with a winter sport was during a hard frost in '73 when I plucked a plastic model of Franz Klammer from my cereal box.

But even if you do have an awkward sporting handicap — Rambo's mind but Einstein's body, for instance — so long as you can waggle a joystick you can have a darned good time on a sports sim, or so the

Prepare to soar



theory goes.

The game is certainly comprehensive, and although *Winter Edition* rates OK in the toughness stakes, its graphics are lacklustre, it does not sustain interest, and the whole thing falls into the trap of being a value for money package whose individual games never quite blossom into greatness.

It's a bit like being given a bumper Christmas cracker — attractive as a whole, but pull it apart and out tumble things which, when all's said and done, really are of cheapo status.

TG gives you a one or two player option, and you can play one, several or all games or practice one. Start off by

selecting a team (try Brazil or Japan to check out their national anthems), then it's off to the opening and the lighting of the ceremonial flame (no sign of a burnt dove, however). Choose between the *Luge*, *Figure Skating*, *Speed Skating*, *Downhill Skiing*, *Ski Slalom*, or *Cross Country Skiing* — and many of these have a variety of courses.

The game contains many neat touches. In the *Downhill Event* you get to choose four camera positions, and once in close-up you get the chance to do a few fancy tricks for the folks back home. You get to choose the music and choreograph your routine — triple axles, the lot — in the *Figure Skating* section (this one's tough). You get consoled by the crowd's polite applause when you fall on your bum.

The *Ski Jumping* is a particularly well executed section, as you hurtle down the ramp to soar — or not, as the case may be — like Lord Edward the Eagle. Now there's a fine figure of a man who's finely tuned opinions would, indeed, be of value here — "Oh, yes, er, Ski jumping, er, yes, *World Games*, nice box, I keep my Mates in a box... and fishing bait too".

The *Games — Winter Edition* is a compendium-style lucky dip for those who like to outwaggle the opposition. It's not in the same league as its earlier 64 counterparts though.

Steve James

Epyx-US Gold
Price: £19.99

GRAPHICS 60%
SOUND 65%
PLAYABILITY 63%
LASTABILITY 70%

64%

Compumart

**A Great Deal More
For a Good
Deal Less!**

**Free
FAST
DELIVERY!**

star PRINTERS

Star printers are ideal for your Amiga or CBM C64 etc. (Please state type with order) and you can choose either mono or colour, both with the following features:

- ▶ Paper parking facility
- ▶ 80 Column
- ▶ 4K Buffer
- ▶ Tractor and friction feeds
- ▶ Draft mode 144cps
- ▶ NLQ mode 36 CPS
- ▶ Epson and IBM emulations



STAR LC10 Mono
Excellent quality printer and
FREE STARTER PACK

£224.25

STAR LC10 Colour
Prints up to seven colours and
FREE STARTER PACK

£263.35

FREE

A FREE STARTER PACK
with EVERY PRINTER
Only Item Compumart
1000 sheets lasting paper

▶ 1 EXTRA printer ribbon
▶ Printer interface cable
(Amiga, C64 etc. please
state type when ordering)

**WORTH
OVER £30**

OTHER PRINTERS

Buy any of our superb printers from
only £159.85 and you'll receive a
FREE STARTER PACK

Model	Price	Features	Features	Features	Features	Features	Features	Features	Features
Star LC10 Mono	£224.25	80 Column	4K Buffer	Tractor and friction feeds	Draft mode 144cps	NLQ mode 36 CPS	Epson and IBM emulations	Free Starter Pack	Free Starter Pack
Star LC10 Colour	£263.35	80 Column	4K Buffer	Tractor and friction feeds	Draft mode 144cps	NLQ mode 36 CPS	Epson and IBM emulations	Free Starter Pack	Free Starter Pack
Star LC10 Mono	£224.25	80 Column	4K Buffer	Tractor and friction feeds	Draft mode 144cps	NLQ mode 36 CPS	Epson and IBM emulations	Free Starter Pack	Free Starter Pack
Star LC10 Colour	£263.35	80 Column	4K Buffer	Tractor and friction feeds	Draft mode 144cps	NLQ mode 36 CPS	Epson and IBM emulations	Free Starter Pack	Free Starter Pack

AMIGA AND TENSTAR Games Pack

**CREDIT
TERMS
AVAILABLE**

"PICK-A-PACK"

At Compumart you get A Great Deal More with your Amiga !!

▶ **MODULATOR PACK** - Commodore Amiga A500 with FREE-TV
MODULATOR & MOUSE MAT (whiles
stocks last)

£369

**TENSTAR
Games Pack**

**SAVE
OVER £260**

This great value pack includes our
MODULATOR PACK as above PLUS
10 GREAT GAMES, FREE
● Thundercats ● Amegas
● Art of Chess ● Buggy Boy
● Barbarian Ull Warrior ● Wizball
● Ikari Warriors ● Insanity Fight
● Mercenary Comp ● Tempests

ONLY FROM
COMPUMART

£399

SUNDRIES - For Your AMIGA



LISTING PAPER
2000 sheets
11" x 9 1/2"
60gsm

£14.95



JOYSTICKS
The new Microblaster
joystick from REPLAY
order today and
Take Control

£12.95



MOUSE MATS
High quality Mouse
Mats

£5.95



DISK STORAGE
MD 70L Lockable 3 1/2" disk
storage box holds
up to 70 disks

£12.95

WITH 2 FREE 3 1/2" DISKS



BLANK DISKS

Why buy unlabelled disks when you can
have Commodore branded quality at prices
like these !!!

Model	Price	Model	Price
5 1/4" DS/DD 48TPI	£7.95	5 1/4" DS/DD 48TPI	£7.95
5 1/4" DS/DD 48TPI	£7.95	5 1/4" DS/DD 48TPI	£7.95
5 1/4" DS/DD 48TPI	£7.95	5 1/4" DS/DD 48TPI	£7.95
5 1/4" DS/DD 48TPI	£7.95	5 1/4" DS/DD 48TPI	£7.95



Commodore
The Original Diskette
High Quality Lowest Price

SAVE 25%

FREE

For a LIMITED PERIOD ONLY
Buy 3 boxes of any one type of disk and get a
fourth box ABSOLUTELY FREE !!!
e.g. Buy 3 boxes of 5 1/4" DS/DD Disks and receive
another box of 5 1/4" DS/DD Disks
FREE OF CHARGE !!!
SAVE £12.95

24HR ORDER HOTLINE (0509) 610444

Superb

Service

Great

Guarantees

Best

Back-up

Compumart

- Unusually rapid day despatch on most items
- FREE next working day delivery on all hardware items 2-5 days for other items
- Large stocks for immediate despatch
- FAST efficient service

- If any item proves to have a manufacturing fault within 30 days we will replace free of charge or refund in full
- After 30 days and within the warranty period, we will replace at our expense

- Friendly advice and after sales support
- Any computer quickly resolved, in your complete satisfaction
- Special offers to existing customers
- We aim to please and satisfy you

All prices inclusive of VAT

Prices/delivery subject to availability and only applicable to UK mainland, N Ireland and BFPO's. EDOE
Compumart are licensed credit brokers. Simply ask for written details.

A Great Deal More, For a Good Deal Less

COMPUMART LTD
FREEPOST (CUB)
LOUGHBOROUGH
LEICS LE11 0BB
TEL 0509 610444
FAX 0509 810235



BATTLE

I never did History at school. Mind you, I never did much at all at school, except English, and that's why my reviews are as good as what they are (sick, Tone, sick - Ed). But, getting back onto the original track of the review, even I know that I

1942 there was a bit of a ruck going on

Battle Hawks is a World War II flight/combat simulator, if you hadn't already guessed. Now here's the catch: It doesn't support the use of a joystick. Crazy or what? You can only use mouse or keyboard. What a joke! As I write, I can hear thousands of

Amiga owners turning the page muttering "I wonder if Falcon is any good...?"

So, missing joystick option aside, what do you get when you purchase *Battlehawks*? Well, you get a simplified flight simulator that uses fairly convincing 3D sprite techniques and has dozens of cute little touches. It contains over thirty

different missions, including training, as well as the option to play the bad guys. Japan

Once you've gone through all the rudimentaries like creating a pilot, choosing a mission/plane/difficulty level etc, you start your mission, not

Training options — we'll go over those, Jimmy.



Lucasfilm
Price: £19.99

AMIGA

Screen Scene

on a runway or a carrier as you would expect, but 5000 feet up about 45 seconds from your target I think that it's a little cruel to send a rookie pilot into the fray so quickly, especially when you're flying by mouse, but that's the way the programmers done it. At least you don't have to take off.

Now those cute little touches I mentioned. Lots of graphical frills have been thrown in, and they do heighten the game. When you hit an enemy plane a few times, it catches fire, and after a moment or two starts spinning toward the sea. At this point the pilot bails out, and what a large, well-defined sprite he is. Sadly, you can't then proceed to blow him away, but then again we didn't do that sort of thing. Not sporting.

The sound is, well, sound. It

serves its purpose and is full of little sampled war-like sounds. Bullets ping off metal (though not Teflon, as so many games seem to do these days), engines roar, the crowd roars, the piano greases, oh how I love the circus (whaaa? Ed).

The graphics aren't terrible. The sizing of the sprites is convincing enough, though they do go a bit blocky at times. The refresh rate is none too fast either, which makes the Amiga version run only slightly faster than the PC version running off a Sinclair PC 200.

It is quite fun to play, but as the frills wear thin the level of enjoyment falls rapidly. Not a worthwhile investment, but worth getting your rich male to buy so that you can play it round his gaff.

Tony Dillon

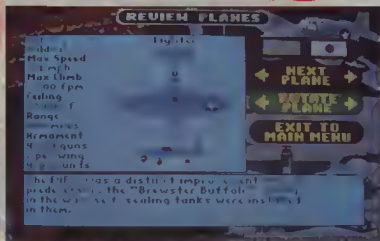
Making a bombing run on Tora's carrier



Flight powered. Press any key to continue.

HAWKS

The scores on the board



Perhaps you'd like to review some places?

GRAPHICS	70%
SOUND	76%
PLAYABILITY	65%
LASTABILITY	72%

71%

THE CRUCIAL COMPILATION



THE IN CROWD

ocean



CITYBLADE Featuring all the game-play of the classic original, CityBlade takes you into a jarring often world of power, greed, betrayal and revenge. Control your car, shoot your enemies, and watch the city burn.



BARBARIAN

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian

Barbarian



F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117

F-117



PREDATOR

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

Predator

THE CRUCIAL
COMPILATION
COMMODORE

ocean

CASSETTE
\$14.95

Ocean Software Limited, 10000 Wilshire Blvd., Suite 1000, Beverly Hills, CA 90210. Tel: (310) 276-1000. Fax: (310) 276-1001. Telex: 150000. Cable: OCEAN 2

64

Screen Scene

A cartographers guide to *Forgotten Realms*.

HILLSFAR

Come with me, little pointy-eared-elf-like person, as we travel once more into the strange enchanted world of the *Forgotten Realms*, home to *Dragonance*, and *Dungeons and Dragons* itself.

Hillsfar follows on the tradition of all the other AD&D games in two ways. They all have been of a very high quality and they have all approached the subject matter from a fresh perspective. *Pools of Radiance* was a straight RPG/tactical game. *Heroes of the Lance* was an arcade adventure. *DM's Assistant* was nothing more than an application for generation encounters, but a top class and very complete one at that. *Hillsfar*, a small town somewhere in the south of the *Forgotten Realms* around

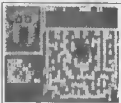
which the game is set.

Rather than control a group of characters as in previous titles, you now control only one, though you still have to generate the character, for what reason I can't really make out. Maybe it's just to keep in with the spirit of the series. Maybe it has some effect on your prowess in the action sequences or perhaps it affects people's reactions should you get talking to somebody in a pub etc. Not that I could notice any difference in gameplay between a character that has very high statistics and a character that has very low ones.

Almost every aspect of the game has been covered as an arcade sequence, and very nicely too. You begin the game near a campfire, north of Hillsfar town. You have to ride by horse to *Hillsfar* (arcade sequence #1), from which you must go whichever guild your race belongs to. Fighters go to the fighters' guild where they must become proficient archers (arcade sequence #2) and combaters (arcade sequence #3). Experience and treasure can be gleaned by ransacking some of the houses and buildings that line the streets (arcade sequence #4) where, if you are lucky, you will get to

pick a lock or two (arcade sequence #5).

The horse riding is shown as a left to right, smoothly scrolling equestrian event, where you have to jump all over the obstacles in the road

Nearly as run down as *Ludlow*

while at the same time ducking under any missiles that care to be thrown in your direction.

Archery is very similar to the Archery event in *The Games* — *Summer Edition* whereby you have a cross hair which you have to point in the general direction of the targets at the other end of a field making allowance for wind. Small members of the animal kingdom sometimes cross your path, and shooting them, however barbaric, results in many bonus points.

Combat is a *Punch Out* rear view. Stand behind yourself in an out-of-body experience and your opponent muttering things like "Oo don't wanna kill

ya Holighway". The number of moves you have are limited, the reaction time is bad, and the overall speed is slow. This is the down point of the entire game.

Ransacking the houses is a one-level Gauntlet type affair insofar as you are in a maze. The place is swarming with guards and you have to try and open all the chests, grab all the goodies there are, and then get out of there before your time runs out. Scrolling is poor, but the graphics are fab. The sprites have been over-laid, which makes them really hi-res, and there are enough frames of animation to keep even Mark Healey "sweet".

Finally, picking locks, provided you are a thief or have a thief with you, is simple. You have a dozen double-sided keys. Each key will open one tumbler in the lock displayed which can have up to eight tumblers. You have to try and open all the tumblers and get the goodies out before your time runs out. Fun huh?

There is a role-playing quest in there somewhere, but it's too deeply buried inside all the arcade bits. This of course means that the game will last a little longer than most arcade titles; as soon as you get bored with the arcade side of the game, you can get into the quest. Even so, I can see this appealing much more to players who would much rather just pick up a joystick and go. Not the best in the series, but darn good all the same.

Tony Dillon

GRAPHICS	87%
SOUND	75%
PLAYABILITY	81%
LASTABILITY	79%

80%

US Gold
Price: £19.99
disk only



'I think you've got a body odour problem'

RINGSIDE

E.A.S

Price: £24.95

There's nothing like it, the roar of the crowd as you raise your gloved hand and square up to your opponent fixing him with a stare cold enough to chill the magnanimous of Moet Et Chandon which awaits you in the dressing room. Well, that is speaking purely as an observer. I have no desire whatsoever to get into a confined space with a sweat-dripping

psychotic whose sole intention is to rearrange my delicately chiselled features (that means he's got a face like a bag of spanus — Ed) into a goopy pulp of blood and bone.

A boxing simulator then, is a good compromise. In *Ringside* you can chart your aspiring fighter's progress from untuned strapping to awesome killing machine, well, almost, but you can nose up the world rankings by challenging and beating opponents.

There are a fair selection of punches and tactics. The punches themselves are hardly textbook affairs, nor are they aesthetically executed, but they do seem able to bruise

your opponent.

All of this is very fine and E.A.S.'s game has better than average graphics and well-defined sprites (which, of course are essential), but a boxing simulation stands or falls on the flexibility of its play. Standing next to someone and thumping them can get very boring. You even tire of punching PR people after a while. *Ringside* doesn't do too badly on this score because you are able to alter the strength of each of the punches you have available. You can also enhance them by winning fights and gaining points which you can 'spend' on your abilities. Getting stronger is absolutely

AMIGA

Screen
Scene



Boxing's view of girls.

necessary if you're to stand a chance against some of the more highly rated contenders.

Even with practices in the gym and many other nice touches, *Ringside* is still reduced to a fairly static and visually unexciting game. Not even the absurd sequence between rounds where you have to wave a towel over your boxer by fiercely wiggling the joystick can alter this.

Ringside can be a good laugh either in the one player or in the two player mode. Tactics play a large part in successfully winning fights and it's guaranteed to hold most people's attention for a longer than average period. Not a bad achievement at all, but it doesn't really simulate the noble art of boxing. Then again, no-one gets their nose broken. (Unless, of course, you are foolish enough to beat me in the two player mode).

Mark Heley



*Would you
fiddle these
bruisers?*

GRAPHICS 71%
SOUND 55%
PLAYABILITY 68%
LASTABILITY 66%

70%



The wheel of fortune on the way out

R



End of level snake



Activision
Price: £24.99

Dodging the snake



Ian't the software industry backward? You take the hottest home

computer in the UK (PC Engine and 386 PC excluded), capable of beating the competitors hands down, and what happens? It takes months for software to appear on it. Take the case of *R-Type*. All these poor Amiga owners are sat about looking lost when the 64 owners are saying how bad *R-Type* is, and ST owners are sat about saying how bad *R-Type* is. Mr Commodore Amiga is sat there saying how he wishes *R-Type* would come out on the Amiga so he could say how bad it was.

Now, months later, it has appeared and Mr Amiga can run out into the streets saying how good Amiga *R-Type* is, but nobody wants to listen. *R-Type* is old news. Everybody is talking about the Pamela Bordes licence now, and consequently he loses all his friends and starts listening to heavy metal because he is no longer fit to join society.

This might seem a little drastic, but it does happen. All I did was tell one Bnks-Mat joke two years after it happened and now look at me.

The more astute of you might have noticed the little slip in the first paragraph. For those of you who missed it, what I said was, Amiga *R-*

AMIGA

Screen
Scene

TYPE



Type is good. In fact, it's better than good. It's approaching arcade perfect.

Do I have to bore you stupid with the plot? Let me put it this way. You are a spaceship with a variable weaponry. You can fire bullets of all sizes. The longer you hold down the fire button, the bigger the bullet. You get lots of other things on screen when you play. These can be divided into four categories. *Background* — to be avoided. Collision with this results in a little explosion and you die horribly in a ball of flame. Not surprisingly, this results in a loss of a life. *Bullets* — see background. *Other sprites* — the proper gaming term for these is 'enemy.' These have to be shot. *End of level alien* — these are very big and require a lot of hits. Destroy this and you go onto the next level. Kill the one on the eighth level, and you have finished the game (Game description © N. Taylor School of Computer Games Mastering).

Probably the best thing about *R-Type* is the feel. The smooth scrolling, combined

with the pixel-perfect collision detection and with the speed of the game, make it fun to play. In fact, the feel is more or less identical to the arcade, as are both the graphics and the sound.

The backgrounds are a little flat, but only veterans of the coin-op will notice difference in gameplay.

The sprites are large, detailed and ported almost directly from the coin op. A still shot of the game makes it look the same as the ST version, but it's the fluid movement and the absence of flicker that gives it a real arcade look.

The intro tune is great (even better in stereo) and all the tunes and FX from the coin-op have been copied perfectly, though a strange rattling noise occurs whenever you hold down the beam weapon at maximum.

R-Type was worth the wait, says Dillon's little verdictometer. It's just a shame it didn't appear when 64 owners were mourning the loss of their ten quid. Still better late than never.

Tony Dillon

Looks like an R-Type rip-off to us



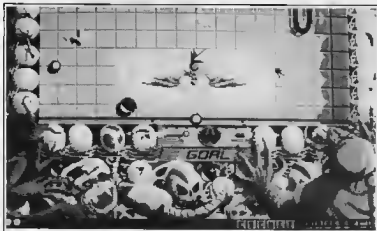
Level 3's mega ship.



Or is it Katakis?

GRAPHICS 82%
SOUND 78%
PLAYABILITY 85%
LASTABILITY 75%

80%



Skullers do it standing up

Psychapse

Price: £24.95

Do you remember a game called Crossfire? A perennial favourite, it must have lain under several million Christmas trees in its time. Consisting of a plastic pitch with two guns at either end, the object was to fire ball bearings from your gun and hit a puck, guiding it into your opponent's goal mouth. Crossfire was the most fun any child could have without explosives and the cause of many a red raw finger and Boxing Day barney. *Ballista*

is, very roughly the same thing. Of course Psychapse have taried it up and added the usual apocalyptic scenario, but the aim remains to blast the ball down the other end and into the goal.

There are a number of options to the game. You can choose to fire from an arrow which can be moved around the pitch by your joystick, or shoot from your own goal and control the direction in a similar manner. The latter makes it more difficult to score, but the former is more manoeuvrable. It isn't that easy to control the ball because the ball beengas you fire are nearly as big as the ball itself. The result in the two player version is a frenetic scramble as balls fly everywhere, ricocheting off each other and often knocking the ball in the opposite direction from that which you intended.

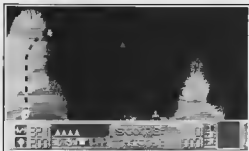
The one player game is very different. The ball seems to have a mind of its own and the result is a bit like trying to kick a football up a particularly slippery slope. There are 50

BALLISTA

Impression

Price: £19.99

Unless I'm very much mistaken I've been playing an Amiga game. I mean, I took a blue disk from a box



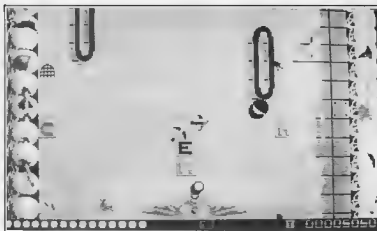
and popped into my machine's fun slot just like any other 16 bit offering. Then I was confronted by something horribly familiar and deeply unimpressive. If you thought you'd never have to play out those tired scenarios when you bought the wonder machine think again.

The simple fact is that *Raiders* is that old 64 budget classic *Thrul* with a bit more colour and a few more levels. Ignoring, as is customary, the

RAIDER

AMIGA

Screen Scene



Have fun by spelling 'Ricochet'.

levels in the one-player game and 80 in the two player version and all of them are covered with obstacles and diversions such as bumpers,

troughs, magnets, acid pools and hyperspace tunnels. If that wasn't enough icons regularly appear which can be activated by shooting balls at them. Shields, splitters and bombs which spit ball bearings all over the park are just a few examples. You can also collect the letters of the word **RICOCHET** for a hefty points bonus.

Balistix remains, in essence, a very simple game and as such, it's well executed. There's not one but three superbly drawn opening screens and there are plenty of nice

little touches like the scorpion-tailed alien which announces the beginning of the game. Graphically, it's reminiscent of **Speedball** with similar quality of definition, but the game itself is nowhere near as challenging in its gameplay.

On the faster screens the pace is a blistering assault on the senses. Do not try crossing any busy roads after an extended session of this. **Balistix** may be faster, but it's hurt more. It's a highly compelling game, but your lack of control over the ball can turn into frustration. **Balistix** is well

up to the usual excellent standards of Psygnosis's releases, but being based on a game that's about fifteen years old, it's hardly likely to be original. We're all waiting for the computer version of **Mousetrap** next.

Mark Heley

GRAPHICS 83%
SOUND 70%
PLAYABILITY 72%
LASTABILITY 71%

76%

Philip K. Dickhead storyline and plunging into the game, it's made clear that you have to shoot out all the fortifications and pick up a cog-like pod on each of the four star

systems and then fly through a powerplant to deposit them. This boils down to a great deal of fiddly frustration as you try to negotiate flak and rock outcrops whilst battling with gravi-

tational pull from the planet.

Thrust Raider is controlled from the keyboard, something of an anachronism in this day and age for a game methinks.

Potes apart from a decent game

especially when the mouse could have done the job equally well.

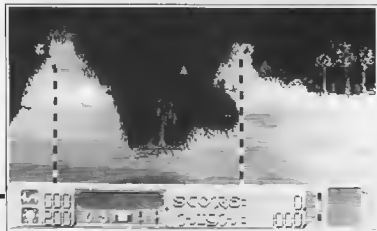
The sound effects do not help, whilst the graphics look, as someone put it "as if they were knocked up on **D Paint** in ten minutes".

It's not that **Raider** has no appeal: the original gameplay can still hold your attention for a while, and it's fiendishly difficult too. But there again I didn't have to spend £20 to find that out. It might be a different prospect at budget price, otherwise forget it.

Mike Pattenden

SOUND 41%
GRAPHICS 39%
PLAYABILITY 60%
LASTABILITY 48%

45%



CHEAPO

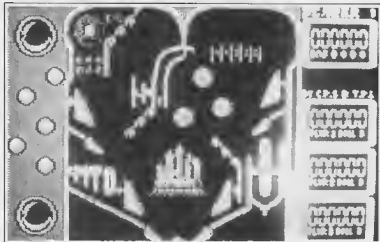
Advanced Pinball Simulator

ADVANCED PINBALL SIMULATOR

Codemasters

The thrill of pinball is the noise and flashing lights, skillful manipulation, the crack of a steel ball against the backboard. If *Advanced Pinball Simulator* was representative of pinball, pinball would have met the same fate as the Sinclair C5.

First off, it's dead easy. In no time at all you'll be knocking it around with ease as the ball floats about the uninteresting screen. The sound effects are a dismal little beeping sound every time the ball lethargically rebounds off a bumper. The visuals are indifferent. At least it does provide a playable game, the sprite detection is fine and the ball behaves itself. Shame it's so boring (37%)



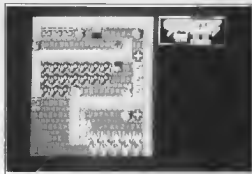
Gauntlet II.

GAUNTLET II

Kixx

When *Gauntlet II* appeared there was a mild air of disappointment in the office. Expectations were high because US G had done such a good job with the original coin-op.

In truth, there was little wrong with it, it was just that it



repeated the theme. The coin-op was exactly the same — bore a few new facets and that was it. So you can expect that monsters who chase you, acid pools, moveable walls and

force fields.

Nothing has changed since they were both around at full price: if you have one you won't want the other. (69%)

BARRY McGUIGAN'S BOXING

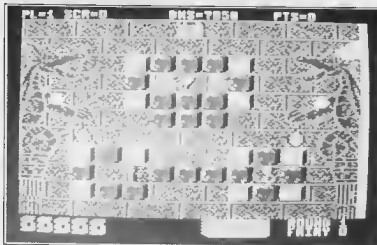
Mastertronic Plus

This is a piece of seriously dated software if ever there was. Released in September '85 about the same time as Elite's *Frank Bruno* game.

There's an option to create your own boxer, pick his fighting styles and train for the fights. The actual boxing is alright — hitting inside and outside, to the head and to the body, but it's not exactly stunning, but there's never exactly been a stunning boxing game ever. Ever. You takes your choice here, we'll give it a miss (55%)

R OUND -

Solomon's Key.



SOLOMON'S KEY

Kixx

Released around Christmas '87 Solly's Key got the thumbs up from C.U. There was nothing particularly novel about a block shifting game in which you had to reach the top of the screen snaffling bonuses as you went. It had the sort of addictiveness and a level of playability that reminded you of *Bubble Bobble*.

It'll put the fun back into gaming, but that might be a bit too frivolous for the hardened gamers out there. Trust us (87%)

MANIC MINER

Mastertronic

If Barry McGuigan's is dated, this is prehistoric. Aye, we remember when Hovis were 2/6 a loaf, and a shilling could get you a pint of Newky Brown and a woman for the night. That was when *Manic Miner* surfaced — the original platform game, featuring Willy.

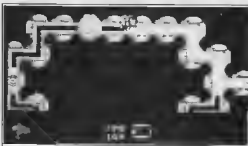
All very pre-miner's strike, featuring gnomy, underground workers.

The whole concept of the game had never been seen

before, and was totally fantastic (for the time). Now it shows more than its age, the stress fractures surface. Still, on average blast from the past



Manic Miner



Octoplex

from ace programmer Matthew Smith.

One we can recommend to all the fresh-faced amongst you, too young to remember flares, the Falklands War and Brecker bars. (81%)

TETRIS

Mastertronic Plus

The coin-op of this we're told, was at the *Daily Mirror's* Perestroika exhibition recently, if true, it makes sense. It was *Mirrorsoft* who first got hold of this Soviet teaser.

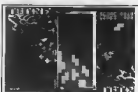
There's something typically Russian about a game of logic concerned with slotting geometric shapes together. It's clever and it's certainly quite addictive.

We'll give it a good mark for the sake of Boris Yeltsin (*Why, did he design it? Ed*). (75%)

OCTOPLEX

Mastertronic

This is the most basic of all *Pac Man* n' off's. You have to run around things which look, to me, like girders, filling them in as you go along. Naturally, there are some badly drawn (and "sub-atomic" would you believe) nasties which give chase. To make it slightly more interesting there are gates of different sorts to be negotiated and crystals — which give you shooting power — to be collected. Graphically *Octoplex* is yeeuch! The background is an unpleasant shade of brown and your intrepid hero wobbles unsurely along his way. Nothing to recommend about it, we're afraid. (29%)



Tebris

UP

THE AMAZING AMIGA...

COMMODORE AMIGA 500



Pack Includes:

A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1.3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK

WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1.3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing

AMIGA 500 + 1084S

**STEREO/
COLOUR MONITOR**

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing



1084S STEREO/COLOUR MONITOR

£259.00

Compatible with PC, Amiga, C64c, C128

AMIGA 1010 DISK DRIVE



AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K.

PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

A501 RAM PACK

512K for the Amiga



MPS 1200P

£229.99

+ £5.00 post and packing

The Commodore MPS1200P printer presents the state of the art in dot matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like these printers in one. It can act just like an Epson FX printer, or with the flip of a switch it can act just like an IBM Graphics Printer with IBM Group III character set (Deutsch/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

£199.99

+ £5.00 post and packing

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE Impact dot matrix (9-needle print head)
DRAFT MODE matrix 9 vertical dots x (5 + 4) horizontal dots - print speed 120 char/s at 10 char/in
TRANSLATION SPEED 1 char/s
PRINTING DIRECTION bi-directional, with retractions head movement
PRINT PITCHES 10 char/in to 24 char/in programmable line line, and 10 SET-UP mode
LINE FEED 1 line (4 23 pins), 1/4 (1 17 pins) and 7/72 (2 4 pins) - 6/7 (4 pin) and 7/72 (2 4 pins)
CHARACTER SET ASCII characters and special characters
MAX. PRINT LINE LENGTH 40 up to 192 characters, according to print pitch selected

FREE
DISKS

UPDATE



AFTERBURNER

**Amiga
Activision**

Long awaited it may be but let's hope no-one's holding their breath because there's no R-Type style miracle here. *Afterburner* is a dog.

The various sequences, and backgrounds are there, but what gameplay isn't existed in the coin-op has been forgotten. The graphics themselves are patchy, speculatively affairs and only the sound redeems the package.

Joz San must be ruling the day he took this job on, because for once we were right — it's unconvertible. 31%

I LUDICRUS

**Amiga
Actual Screenshots**

The idea is sound enough. The graphics are really nice and the animation is smooth,

Afterburner

so what's the problem? The problem is, dears, that there is no playability.

You are a gladiator, and the most well built one at that. To earn your freedom, you have to go five rounds with three different opponents. If he manages to fell his adversary five times, he moves onto the next opponent. If they manage to fell him five times, he has to take on a lion. If he defeats the lion five times, he gets another crack at his previous assailant. Should the lion get him, it's game over.

As with lots of beat-'em-ups, you have a choice of sixteen moves. The only difference between this and say, *Exploding Fist*, is that in this all the moves take an age to do and you are always hit first. That plus the fact that the collision detection isn't quite spot on, which means you have to hit slightly behind your enemy before a hit is

registered. Bye-bye gameplay.

The smooth animation and odd snatches of humour can't make up for what is essentially a dull and unplayable experience. 39%

BALANCE OF POWER 1990

**Amiga
Mindscape**

When it first appeared *BOP* proved to be the most comprehensive, absorbing strategy game ever to appear. And now comes the most comprehensive version yet.

For a start you can call up some really weird figures, like the amount of TVs per head in Bogalowa, or the amount of political assassinations in Australia. All this extra information has been included along with more political features, and a four man and woman advisory team.

If you've ever wanted to make the Super Power decisions, like invading Pakistan to help Afghanistan, organising a trade embargo with Britain (if you're American), and answer all those little 'if' questions that have always bugged you, then this is for you.

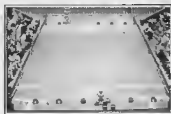
BOP 1990 is everything you want from a strategy game, except for the fact you can't nuke the hell out of anyone. But then who wants to do that? (Me! Ed) 53%

GRAND MONSTER SLAM

**Rainbow Arts
Amiga**

This is a fine game of a particularly ludicrous

I Ludicrous.



Grand Monster Slam

conception. The *Grand Monster Slam* is a game like no other. You have a number of small, furry round inoble-like creatures and the idea is to kick them down to the other end of the pitch, where your opponent stands. He, or she, of course is trying to do the same thing, whilst also indulging in a spot of bodyline by kicking them at you to knock you over. This slows you down.

It might look simple, but it isn't easy. As soon as you've knocked a couple down, your opponent is punting them back. If you're hapless enough to land a ball or two into the crowd, a penalty is awarded against you. The penalty feature is what saves the game from being the most basic and repetitive of outings. A duck appears from a suspended rope and confers with you (if the penalty is in your favour) as to which direction the shot should go. You then pick the bird up and loft him to the other end of the ground by putting a boot up his DA, where if he's successful, he does a little dance.

Little touches like this save *Monster Slam* from the banal. A fun game, with fine music and graphics, but not one whose appeal you should expect to last. 71%

MUSICAL FREEDOM ON THE AMIGA

Work Hard
Feels the beat

BYTE DIS!

Looking for more on the Amiga can't likely be leaving you as much out of pocket as you may think and you don't have to be an Amiga Aficionado to get some outstanding results. For a couple of hundred pounds you can get a package that'll never one the lack of a cup and a set, for a few thousand more, there are things that'll never only to dream about. Quality software is now readily available with some even better stuff lined up for the future. With a mighty music chip and multitasking, the Amiga may well be shaping up to be the industry standard of the future. One month we take a look at everything you need to get started, explain how it all works, and point you in the direction of some of the best packages around. MIB is allowing the home musician to do more than ever before — to dream and do the wild thing!



KEYBOARDS

There are a host of MIDI compatible budget keyboards on the market. Casio and Yamaha both have a wide range to suit every pocket and most come complete with their own rhythms and drum sounds. Two particularly flexible keyboards with a good range of sounds are the Yamaha DX 21, which retails for around £250, and the Roland JX3P, which they no longer make but which can be found quite easily secondhand for around a couple of hundred notes. If you want to go even cheaper, the MT 240 at £159 is recommended.

SOUND MODULES

These are just the sounds of a keyboard or synthesiser with the keyboard taken away. The ones that are of particular interest are those that are multi-timbral, which means that they can play more than one sound at a time, so you can, for instance, use the drum sound, bass, guitar, sax and piano all at once to create an entire band. A sequencer can be used to trigger each of these voices on a different MIDI channel making then one of the most powerful instruments around.

For modules like this such as the Roland D-110 and MT-32 and the Cheetah MS (which is an analogue multi-timbral synth with a bank of over 400 voices, which you can buy for an incredibly reasonable £299), you need a master keyboard. Cheetah do an excellent range of this which don't have any sounds of their own, but which can be used to trigger modules. These start at £199.

MULTI TIMBRAL KEYBOARDS

These are all-inclusive packages which have just about everything thrown in,

The Roland D-10 is the keyboard version of the D-110 and costs around £600. For a similar price you can also get the excellent Kawai K-1, but these are serious purchases. The effects you can get with a good sequencer are really excellent, but most people getting into music won't want to shell out that much. If you want to buy just one thing to go with your Amiga set up, buy a Casio MT-3000. The sounds

aren't quite as good, but it can do virtually everything a beginner could ever want—and for around £299 new.

DRUM MACHINES

Many keyboards come complete with some pretty tasty drum sounds; but if you want something a little more meaty, drum machines are readily available second-

hand. Cheetah do a good all-purpose digital machine for £150 new and the Yamaha RX 17 is an excellent machine for a hundred pounds more. The Roland range are justly famous for their sounds which appear on hip hop dance records all the time. Of these the TR-707 and 909 are highly recommended, though they can only be bought secondhand. Expect to pay between £200 and £250.





MIDI

couple of hundred quid. Sequencers may be able to do some remarkable things but they're a fair way from replacing tape recorders.

MIDI GUITARS

The range of instruments your sequencer can work with is expanded by the addition of Casio's MIDI guitar. At around £500, it's a guitar that would probably cost you half that much but with 96 programmable voices. A very necessary addition to the world of MIDI, but not really an essential purchase for the home. Roland do a very attractive MIDI bass and bass synthesiser system which the Soho Soundhouse currently have on offer for an astonishing £499. It has a full synth exactly equivalent to the Roland JX-8P keyboard and what's more it looks great.

THE CASIO DIGITAL HORN

Irresistible! The Casio Digital Horn is fully MIDI compatible and can be played either by blowing through the mouthpiece or just operating the keys. Built like a soprano sax and weighing less than a couple of pounds, its fingering is in fact that of a recorder. The DH-100 comes complete with its own horn built into the bell and six different horn sounds. For just £99, it's top of the CU Christmas list.

EFFECTS

For MIDI compatible range, the Alesis are pretty unbeatable. Their MIDI-verb II pops up on records all the time and is the equivalent of a three or four thousand pound reverb and easy to use. Shop around for the best price. I've seen them for £225. Also take a look at the Micro-Verb II for around £150.

HOME RECORDING

Where MIDI meets the real world. To keep things completely self-contained, you'll need one of these little beauties: a four track tape recorder. Yamaha do a nice little number called the MT 100 for around £350, but the budget market is really divided between Tascam and Fostex. The new X-26 from Fostex comes complete

with half a dozen inputs and a six channel mixer, for the quite astonishing price of £299. This makes it just about the cheapest around, but Tascam's Porta 05 is available from some outlets at a similar, or even better price. The secondhand columns of magazines like Melody Maker and Music Technology are good places to look for four tracks. An old model, like a Fostex X-15, should set you back a



A wop hop a lu hop a wop bam boom (Dr T's KCS)

WHAT IS MIDI?

No, it's not one of those little hi-fi's from the Argos catalogue. MIDI is a language through which compatible electronic instruments talk. The functions of the keyboard, drum machine, bass line generator, or whatever, are reduced to digital data, which is used to trigger them. Unfortunately, you will need a set of MIDI ports. (Datel do an excellent MIDI interface for the Amiga for £34.99) This is probably the biggest design fault on the Amiga and has let the ST — which has built-in MIDI ports — build up a much bigger music software base (though not necessarily a better one). There are many uses for MIDI in synchronising instruments and storing compositions. MIDI really comes into its own, however, when used in conjunction with a sequencer.

The previous spread shows what's available for budget music making, but the

greatest advance is not the instruments themselves but what links them together. That's the language of MIDI.

WHAT IS A SEQUENCER?

A sequencer is really just a notepad for MIDI data and works very much in the same way a recording studio does. A sequencer has a certain number of tracks available for recording. By selecting a track for your MIDI instrument, what you play is then stored as digital information. You can then move onto another track in much the same way as you would do in a conventional studio, adding other instruments and building up your song layer by layer.

The sequencer can be set to record so many bars and to play them back at a certain pace, according to your desire. So passages can be recorded and spliced together to

make songwriting a doddle. A decent sequencer will also correct your timing so that everything sounds spot on.

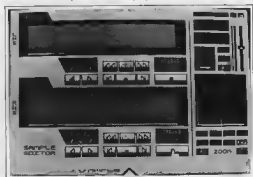
A decent sequencer will even correct your timing to whatever beat you desire.

Sequencers are hugely useful. With the instruments firmly in one's control, the musician is freed to concentrate on the music. Sequencers on computers are especially flexible and the workbench environment makes them easy to use. The Amiga is an excellent computer for sequencing software because its multi-tasking means that you don't have to stop one function when moving on to another, so the music keeps going.

None of these functions.

unstructured account of the function of each part of the package. It wouldn't even be any use as a reference section, nowhere are you told what you have to do to make it work. What you get for your money is a basic 8-track sequencer with no fills. It does have a merge facility which allows you to combine two tracks into one to build up more complex arrangements. Unfortunately, this feature is completely unexplained. In price the Midi Music Manager is unrivalled, but it really doesn't have many of the features you ought to be looking for. If you're looking for an introductory package, investing a little more is well worth it to get something you'll want to

Ne ne ne nu nu (Dutch Sound Sampler)



you might have noticed, actually use the Amiga's powerful music chip, one of its major advantages over the ST. Sequencers are music controllers not creators, although many do accept IFF files.

SEQUENCER PACKAGES

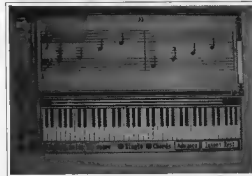
DATEL MIDI MUSIC MANAGER £39.99

Datel's budget is very much a sequencer designed by programmers. This isn't really a very good idea as it is, after all, designed to be used by musicians. The first major fault I found with it is that you don't seem to be able to hear what you're playing when you're recording. I say "seem" because there might well be a way of doing this. This brings me to the second major fault, the appallingly written manual. This consists of a completely

keep using.

DR. T'S MIDI RECORDING STUDIO £59.99

This too is an 8-track sequencer. It supports IFF files so you can use internal sounds from the Amiga. It also has a mute/unmute facility in real time, which means that you can turn the tracks off and on as the music plays to see how they sound. The manual is comprehensive and reasonably straightforward, and it can be approached without any in-depth knowledge of either computing or music. Eight tracks are more than enough for most straightforward purposes. Problems only really start to crop up when you're using something like a drum machine where it's often much more convenient to give each drum its own track. To record on one track, all the drums have to be playing at the same time, which is not





SOFTWARE



"Again don't push pineapple shake the tree."

easy at all if you're using keyboard triggered drum sounds. Extra tracks are especially useful for easy editing, but MRS does provide quite adequate editing facilities within its eight tracks. You can cut, copy, paste, transpose and expand your tracks, but you can also use the full numerical parameter editor to fine tune the data.

DR. TS KEYBOARD CONTROLLED SEQUENCER V1.5 £225

This is currently the only professionally orientated sequencer package readily available for the Amiga. Many more are planned and two, Music X and Steinberg's Pro 24, are set for imminent release, but KCS has already built up a faithful following. KCS has three quite distinct and separate modes. In track mode, the program works as a 48 track recorder. Open mode is a more generalized sequencing system which allows you to independently loop up to 128 separate sequences. The third mode is song mode. You can use this to tie together the sequences you've created in Track or Open mode into complete songs in the same way you'd break a song down into verses, choruses and breaks. To make it worthwhile you need to be running a drum machine, a multi-timbral module and, maybe, a couple of other bits and pieces. You then have extensive editing and control ability.

To go into each of KCS's features separately would take a page or two which we haven't got. If you're seriously interested in buying one of these, the thing to do is to arrange for a demonstration and don't be blinded by what

the demonstrator can do with it. Ask to be shown all the functions you're interested in and for them to be explained. Only then will you be able to stand a reasonable chance of duplicating that at home. One feature that is worth remarking concerns the programmable variation generator. This can be used to let the computer create improvisations on the theme that you've created. A nice touch which is expanded considerably in the V2.0 version of the program, now available on the ST and coming shortly for the Amiga. It's a fair few quid for one little disc — but, for the foreseeable future, it's worth it.

WHAT IS A SAMPLER?

Bomb The Bass's 'Beet Dis' was a classic example of a record using samples, but they crop up everywhere. The use of samples has become a huge debate throughout the world of music. Should they be allowed? Are they in breach of copyright? Are they music at all? Most people, however, are a bit vague about just what samplers are. Sampling is just the recording and digitising of sound. So getting music out of one, especially a software sampler, is down to how you use it.

Sampling doesn't require MIDI inputs or a sequencer, but is compatible — and working MIDI instruments, sequencers and samplers together can produce some stunning results.

DATel DIGITAL SOUND SAMPLER £69.99

Datel's sampler comes com-

plete with an interface which allows you to plug two phono leads and/or a DIN lead. You can then load in sounds from this source into the Amiga which it'll play back to you through its music chip. The samples themselves can last up to a few seconds on one or both channels. They then come up as a waveform on the main screen of the sampler. You can then, if you so choose, edit the sound to your requirements and display it as a 3-D map (but you have to return to the normal display to continue editing). Though — like all samplers currently available on the Amiga — it's only 8-bit, the sound quality isn't all that bad. The manual is slightly better than the MIDI Music Master's, although it too could desperately do with a step-by-step introduction.

When you have your sound, you can then play it on the other half of the package, the slammer. This consists of a five octave keyboard displayed at the bottom of the screen, on which you can play your samples and a rudimentary four track sequencer. The matronome is grandiosely called the "drum machine", but it is a perfectly functional facility for playing back samples in a variety of keys. Indeed it's nearly as good as Datel's MIDI Music Manager.

The Jammer is certainly a good addition, but I'd recommend something a little more powerful for the easy production of a decent result.

WHAT ELSE?

DELUXE MUSIC CONSTRUCTION SET E.A.

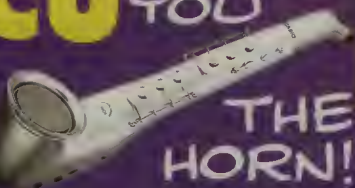
Deluxe Music is a very different package in that it's a Stave music creation package. That's right, those funny little bars real musicians use with all those little squiggles. The Amiga's music chip is used to generate various instruments to which you can then add a staff (a set of five bars). Using the mouse you can then enter music using the various notes and rests that you're given. The instrument sounds are less than impressive but producing finished music is not really the aim of Deluxe Music. What you have

is an easy composition program, especially for those people who are literate in traditional musical skills. Fortunately for the electronic musician it's also fully MIDI compatible. This means that you can play music from MIDI instruments which will appear on screen in the form of a musical score. You can also enter files from sequencers and use Deluxe Music files in real time sequencers. This makes it exceedingly useful. It can print out the completed scores and even add lyrics in a variety of different fonts. In essence an important bridge between traditional and computer music.

INTELLIGENT MUSIC "M" £125

M is a quite remarkable program. It is in fact an algorithmic composer, which means that if you give it the instruments and the parameters it'll write the music. With a bit of skill and perseverance you can even get M to improvise in a particular style of your choosing. There's a lot in M and it's quite easy to get lost in, but it really does pay close attention. Graphically it was never going to be a great looker, but Intelligent Music have done as much as could be expected. A particularly nice touch and one that's easy to use, is the conducting grid. By waving your baton you can get the orchestra (or band) to respond in much the same way they would to a conductor. The state of the art in software, but hardly an essential purchase for home music making, but M does what a lot of people expect when they get into electronic music making, it makes computer music ▶

CU GIVES YOU



THE HORN!

COMPO

Shewie! As only you can tell, that alloy cat snort, 'soda horn' is your own... Here, follows the most swank-in-the, irresistibly fun and? addition to classic instrumentation. The Compo Virtual Horn can be yours by either taking your P.A. Home a few miles with you, or simply holding your interests fast! Finally, just one, for a very short time, thanks to the generosity of MCM software, we make a Dr. T. MINI that's making Shewie to come in — to, with a really good snort! (See MCM).

All you have to do is to answer the following questions:

How many of the Compo AMM, you want?

1. How many of the Compo AMM, you want?

2. How many of the Compo AMM, you want?

3. How many of the Compo AMM, you want?

4. How many of the Compo AMM, you want?

5. How many of the Compo AMM, you want?

Which of the Compo AMM, you want?

6. How many of the Compo AMM, you want?

7. How many of the Compo AMM, you want?

8. How many of the Compo AMM, you want?

9. How many of the Compo AMM, you want?

10. How many of the Compo AMM, you want?

How many of the Compo AMM, you want?

11. How many of the Compo AMM, you want?

12. How many of the Compo AMM, you want?

13. How many of the Compo AMM, you want?

14. How many of the Compo AMM, you want?

15. How many of the Compo AMM, you want?

THE FUTURE

STEINBERG PRO 24

The Pro 24 has become the industry standard sequencer on the ST and is set to make its debut on the Amiga very shortly. Hopefully Steinberg will make full use of the Amiga's multi-tasking to make it competitive in its new field. Apart from having a large user base, it doesn't really represent an outstanding purchase. Though, pitched as it probably will be, between the two Dr. T products it'll probably prove popular with musicians and studios in particular, where familiarity with the product can save precious time.

SAMPLEMAKER

Already available for the ST, Dr. T's Samplemaker should retail for around £199 on the

Amiga. Quite different from other sampler packages, Samplemaker is, in fact, a sound generator. In a similar way to the famous Yamaha DX-7 it uses "operators" to create unique sounds. All an operator really is, is a waveform generator and — run in combination — these can produce high quality, elaborate sounds. The DX-7 had six of these, whereas Samplemaker has 60, which gives you a good measure of its power. If an instrument is only as good as its voices this makes this product very good indeed.

ADEPT 16-BIT SAMPLER

The Swiss firm Adept are currently producing a 16-bit stereo sampler for the Amiga which should be able to create CD-quality sounds. It remains to see how successful it'll be, because it's likely to push the

Amiga to the very edge of its operating limits but its certainly something to look out for. The projected price is around £500, or roughly a quarter of what a dedicated sampler of that quality would cost you now.

MUSIC X

Activation's Music X, which is to be launched next month, could prove to be a watershed in Amiga music. Firstly it gives you a 250 track sequencer, three or four times the number of their nearest competitor. This makes editing a doddle since you can load everything you want in and see how it sounds by tuning tracks on and off. Music X also includes, however, a very powerful set of MIDI utilities which put it into a different league. It has a full patchbay so you don't have to be perpetually lead

swopping and a monitor facility to keep track of it. All in all making this one of the most powerful utilities around for any computer.

STOCKISTS

MAC (Dr. T's and Intelligent Music)

2 HIVE ROAD, LONDON NW4 2DA

TEL: 0762 74737

SA

1 Ad Tech, Finchley, London, N4 2DA

TEL: 0762 74737

SA

1 Ad Tech, Finchley, London, N4 2DA

TEL: 0762 74737

SA

1 Ad Tech, Finchley, London, N4 2DA

TEL: 0762 74737

SA

1 Ad Tech, Finchley, London, N4 2DA

TEL: 0762 74737

SA

1 Ad Tech, Finchley, London, N4 2DA

TEL: 0762 74737

SA

ATE ELECTRONICS



2S6K SUPEROM EXPANDER

- ☐ Select instantly from 8 sockets which accept up to 256 EPROMs each.
- ☐ Program your new EPROMs using our EPROM programmer.
- ☐ No need to have lots of cartridges just make a selection from the Superom menu.
- ☐ Fully menu driven on power up.
- ☐ Select any slot under software selection.
- ☐ Unique EPROM generator feature will take your own programs back as w/c & turn them into autocheck EPROMs. (EPROM burner required)
- ☐ Accepts 2764/27128/27256 EPROMs
- ☐ On board unappealable reset
- ☐ On board operating systems - no programs to load.

ONLY £29.99



RESET CARTRIDGE

- ☐ Unsteppable reset button.
- NOTE:** user port cheaper type must be used as offered by others are not unsteppable
- ☐ Resets even so called "unsteppable" programs
- ☐ Add ports from magazines etc
- ☐ Fits to cartridge port
- ☐ Simply plug in.

ONLY £5.99



3 SLOT MOTHERBOARD

SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- ☐ Accepts 3 cartridges
- ☐ Switch in/out any slot
- ☐ Onboard safety fuse
- ☐ Fully buffered
- ☐ High grade PCB.
- ☐ Reset button.

ONLY £16.99



MIOI 64

FULL MIOI INTERFACE FOR THE 64128 AT & REALISTIC PRICE.

- ☐ MIOI to MIOI thru & MIOI set.
- ☐ Compatible with most leading software packages.

ONLY £29.99



DIGITAL SOUND SAMPLER

- ☐ The new sampler allows you to record any sound digitally into memory & thus replay it with outstanding effect.
- ☐ Playback forwards/backwards with echo/reverb/ring modulation
- ☐ New with full sound editing features to produce outstanding effects
- ☐ Pull & hit O to A & ADC conversion
- ☐ MIOI compatible with suitable interface (ie Datal card for 250 96 sec ad)
- ☐ Live effects (mix) includes real time display of waveforms
- ☐ Line in/out/line out/feedback controls
- ☐ Powerful sequencer with editing features
- ☐ Load/save sample
- ☐ Up to 8 samples to memory at one time
- ☐ Tape or disk (phone statel)
- ☐ Complete software/hardware package.

ONLY £49.99

COM-DRUM

DIGITAL DRUM SYSTEM

- ☐ New you can turn your digital sound sampler into a digital drum system
- ☐ 8 digital drum sounds to memory at one time
- ☐ Complete with 3 drum kits
- ☐ Real drum sounds - not synthesized
- ☐ Create superb drum rhythms with real & wip time
- ☐ Full editing, 16 step drums
- ☐ Output to M & S or through TV speaker.
- ☐ Load/save facilities.

ONLY £9.99

STATE TAPE OR DISK

COM-DRUM EDITOR

- ☐ 24 drum sounds supplied on disk to enable you to construct your own drum kit
- ☐ Re arrange sounds supplied with a Com-Drum to make new kits
- ☐ Load/save facilities.

ONLY £4.99 DISK ONLY

DATA RECORDER

- ☐ Quality Commodore compatible hard software
- ☐ Peace control, counter, etc
- ☐ Suitable for 64/128
- ☐ Send now for quick delivery

ONLY £24.99



DEEP SCAN BURST NIBBLER™

- ☐ The most powerful disk nibbler available anywhere at any price!
- ☐ Burst nibbler is actually a two part system: a software package & a parallel cable to connect the 1641/1870/1571 to 64/128 (note type)
- ☐ What gives burst nibbler its power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus, when such standard data is encountered they are lost. Burst Nibbler transfers data as raw GCR code via the parallel cable without the need to decode it so you get a perfect copy of the original
- ☐ Will nibble up to 41 tracks
- ☐ Copy a whole disk in under 2 minutes
- ☐ Full instructions
- ☐ Regular updates - we always ship the latest & fitted is minutes - no soldering usually required
- ☐ Full set 1/2 tracks
- ☐ No need to buy parallel cable if you have Disk Drive/Dolphin etc.
- ☐ Cable has through-hole extension for other add ons
- ☐ Writes to chosen FastTrack or Burst Nibbler? Fast Track has an unbeatable value as no "all rounder" with nibblers 1 or 2 drive copy format, file copy, 1871 copy etc. etc., so if you have a more general requirement perhaps Fast Track is for you. Burst Nibbler is a pure nibbler second to none for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it!

ONLY £24.99 COMPLETE

SOFTWARE
ONLY £12.99

CABLE
ONLY £14.99

NOTICE 1988 COPYRIGHT ACT
DATE: ELECTRONICS Ltd neither authorizes nor condones the use of its products to reproduce copyright material. It is illegal to make copies of such material without the expressed consent of the copyright owners or their licensees.



ROBOTEK 64

MODEL & ROBOT CONTROL
MADE EASY

- ☐ 4 output channels each with onboard relay.
- ☐ 4 input channels each fully buffered TTL level sensing
- ☐ Analogue input with full & M1 measurement
- ☐ Voice input for cable control
- ☐ Software features: test mode/ analogue measurement/byte activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/ M.C. ETC./STATE TAPE OR DISK.



TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1640/1541.

- ☐ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for sale.
- ☐ DISC DOCTOR V2 Same & writes any track & sector (including extra & renumbered tracks) Repair damaged sectors. Look underneath real errors.
- ☐ HEADER/GAP EDITOR Discard & display all header information including 64 bytes & header gap. Rewrite the sector header & header gap. Re-number sectors. Also add any sector tail gap.
- ☐ DIR LOCK Best directory recovery tool files. Display file start /end addresses. Diagnostics any file program directly from the disk in SCREEN or PRINT (including underformatted updates) Edit files
- ☐ FAST FILE COPY Selective file copy. Works at up to 8 times normal speed
- ☐ FAST DISK COPY Copy no matter disk in 2 minutes or less using single 1541
- ☐ FILE COMPACTOR. Can compact machine programs by up to 60% from disk space. Compressed programs run as normal
- ☐ FORMATTER 10 second format so entire disk or format any individual track at half track 0 to 41. No delay say at 30 parameters in error or recreate unique disk format
- ☐ ERROR EDIT Quickly find & recreate all read errors including extra & renumbered tracks or sectors & half tracks from 0 to 41 from remaining data under error & allows you to redefine any necessary parameters

ONLY £9.99

DATTEL ELECTRONICS



NEW CLONEMASTER

- ☐ The most effective tape to tape back up board available
- ☐ Makes perfect backups of your tapes easily & effectively!
- ☐ No user knowledge needed at all
- ☐ On board TTL logic circuitry actually shapes the program & sends a perfect signal in the second cassette producing a copy better than the original in many cases.
- ☐ L.E.O. indicator shows when data is being transferred to avoid excessive tape winding
- ☐ Works with almost any program including multi loaders, turbo & cross very unusual type turbo
- ☐ Requires access to two C64 compatible data recorders
- ☐ Simply press 'Play' on one recorder & press 'Record' on the other & that's it!
- ☐ You can even make a backup while you are loading the program
- ☐ This is a total hardware solution as programs to load the results are vitaneous!

ONLY £9.99



TURBO ROM II

TURBO ROM II IS A REPLACEMENT FOR THE ACTUAL KERNEL INSIDE YOUR 64. IT PROVIDES SUPERFAST LOAD/SAVE ROUTINES.

- ☐ Loads most programs at 5-6 times normal speed.
- ☐ Saves at 5-6 times normal speed as well
- ☐ Improved DOS support including JO set format
- ☐ Programmed function keys: Load Directly, del, etc.
- ☐ Returns to normal kernel at a flick of a switch
- ☐ FLOPPY 256k block file reader
- ☐ FLOPPY special I/O loader
- ☐ Plus lots more
- ☐ Fit in 15 minutes - no soldering usually required (the same 64 as the old ROM may have to be desoldered)

ONLY £14.99



SMART CART

- ☐ 32K pseudo ROM
- ☐ Lithium battery lasts up to 8 years.
- ☐ Simply load the program you require then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- ☐ Make your own cartridges including automatic types without EPROM burner 32K version + 4 & 8K pages.
- ☐ Some knowledge of M/C is helpful - but full instructions included
- ☐ I/O 3 slot open for special programming techniques.

ONLY £29.99

RAM DISK

- ☐ Turn your Smart Cart into a 32K Ram/Disk
- ☐ 32K of instant storage area for files/programs
- ☐ Disk type commands: load, save, directory, scrub
- ☐ Program data retained when computer is switched off
- ☐ Full command set with instructions

ONLY £9.99



EPROMMER 64

- ☐ A top quality easy-to-use EPROM programmer for the 64/128
- ☐ Fully menu driven software/hardware package makes programming/reading/writing/copying EPROMs simplicity itself
- ☐ Will program 2716 2764 27128 & 27256 chips, 12 & 31 or 25 volts
- ☐ Fits into user part for maximum compatibility with cartridges/Supernovs etc.
- ☐ Full feature system - all functions covered like device check/verify
- ☐ We believe Supramem 64 is the most comprehensive, most friendly & best value for money programmer available for the 64/128
- ☐ Ideal companion for Supernovs Board Cartridge Developmental System, an internal expansion unit loaded with EPROM burner project
- ☐ Comes complete with instructions plus the cartridge handbook

ONLY £39.99

COMPLETE



BLUE CHIP DRIVE



ULTRA CRUNCHER

- ☐ The ultimate cartridge board program compressor
- ☐ Compresses by up to 30%
- ☐ 3 compacting programs on one cartridge
- ☐ Fast loading/saving routines
- ☐ Full DOS support including full format

ONLY £12.99

on cartridge

Available on chip only for 256K Supernov Board for **ONLY £7.99**

- ☐ External power supply for coast operation
- ☐ Tron works in 1571 double sided mode (128 tracks)
- ☐ Fully C64/128 compatible
- ☐ This drive is now probably the most compatible drive available for the Commodore more so than even Commodore ones (64C)
- ☐ Supplied complete with all cables no more to buy
- ☐ At last a top quality drive at a sensible price

ONLY £129.99
ADD £5.00 FOR COURIER DELIVERY

FAST HACK'EM

- ☐ Multi Module Disk Writer - all on the one disk
- ☐ Single 1541 Mimber - Copy an entire disk to just 2 minutes
- ☐ Super fast File Copy typically copies an average file in under 8 seconds
- ☐ No other product is such a good 'All Rounder' at this incredibly low price

ONLY £9.99

BLAZING PAOLES

A COMPLETE LIGHTPEN/GRAPHICS ILLUSTRATOR PACKAGE.

- ☐ A fully loss drives graphics pen-like of a valuer which should cost much, much more
- ☐ Complete with a Blue optical lightpen system for plot point accuracy
- ☐ Pictures can be saved from Action Replay & edited with Blazing Paintbox
- ☐ Blazing Paddles will also work with many other input devices including Jysticks, Mice, Graphics Tablets, Trackball, etc

- ☐ Multi feature software including:
 - ◊ Range of brushes
 - ◊ Akrash
 - ◊ Rectangle
 - ◊ Circle
 - ◊ Rubberbanding
 - ◊ Lines
 - ◊ Freehand
 - ◊ Zoom mode
 - ◊ Printer dump
 - ◊ Load/save
 - ◊ Advanced colour mixing over 200 hues
 - ◊ Cut & paste allows shapes/windows/pictures to be moved to/from table/flash

ONLY £24.99

COMPLETE BLAZING PAOLES & LIGHTPEN

BLAZING PAOLES ONLY £12.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE

0782 744707
24hrs Credit
Lead Line

BY POST

Send cheques/P.O.s made payable to
Datel Electronics

FAX

0782 744282
UK ORDERS POST FREE
EUROPE ADD £3
OVERSEAS ADD £5

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

CU

LETTERS

Amiga update

● I am sick and tired of looking through your mag. Nearly every page has got something to do with the Amiga. I admit it's a super machine but the 64 is getting neglected. The reviews are shoved to the back of the mag and left there to rot. Even the jokes are changing to Amiga. My opinion is exactly the same as Kirk Jones a who wrote to you in the April issue. I am far from pleased, your mag used to be MEGA FAN but now it has changed dramatically, I think your mag has fallen below satisfaction.
D.V. Hughes
Chyrd

Despite what you claim, we do not favour the Amiga and can only restate what was printed last month: CU is a consumer magazine, which means it will voice its opinion on the games it reviews — 16 and 8 bit games.

By the way, you seem to have read Kirk Jones's letter but are you sure you read the jokes section? Four sections are devoted to 64 games, which is exactly the same number as for Amiga games. And now for a review of a very good 8 bit game, why not turn to this month's reviews of *Renegade III* or *Speedball*.

Film Fury

● I don't want to spoil the fun of others but I seriously question the success of breaching movies when it comes to that burning question — what makes a

game worth playing? My 64 and Amiga — I own both — provide the perfect opportunity for me to interact with whatever gameplay is taking place. And with graphics, a clever story board and good sound it is possible to create story which can engage you for hours.

No prizes for guessing that I'm an adventure fan, but I do feel that where film licences are involved a number of the software houses could take a lesson or two from adventure games. A good movie will make use of a good story and will involve the audience in the same way that a good piece of adventure software will. Far too often a decent film is converted into a single arcade sequence, often bearing no resemblance to the movie, sometimes making a mockery of it. This neither satisfied the games player or the film goer who may be tempted to buy the game.

It does seem that licences provide an excuse to make money, rather than thought provoking games. If people really want to swallow that it's up to them. Personally, I'm going to wait for something better.

K. Alexander
Swansea

And you're welcome to do so. How exactly is a good adventure like a good film?

When did you last pause a *Dirty Harry* movie to ask Clint Eastwood if he was feeling particularly lucky?

We don't know where you've been, but your reasoning does seem — erm — a little half-baked. What do you think software houses want to make, and why can't a good arcade licence provide as much stimulation and complexity as an adventure?

Sir, you are a snob and you do want to spoil the fun of others.

Tasty poster

● Remember me? The weirdo who wrote the letter last year about his computer blowing up?

I am writing this time about your *Populous* CU poster. It said on it that it was CU poster no. 12. How could it be when the *Afterburner* poster was also no. 12. I got so confused over this, I ate the *Populous* poster and went to sleep!

Richard (odd bod) Oakley,
Stourbridge

Welcome back, weird one. In fact CU gets more than its fair share of incredible but nutty punters, so it's difficult to keep track of who exactly blows up what.

As for doubting our ability to count, how dare you stoop so low, sir? Don't you know

that number 12 is, in fact, part of a new government ruling which specifies that all magazines must give details of the nutritional content of their posters?

You've had a slap up meal of airbrushed artwork — so why complain? Only eat posters if supervised by an adult and stop being a smartarse.

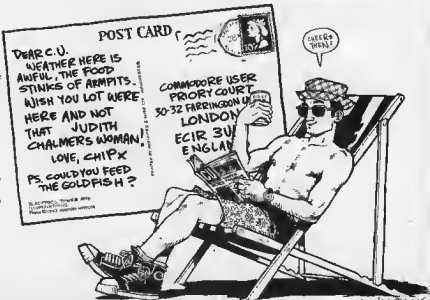
Bobble sequel

● Could you please tell me if *Rainbow Dragon*, you know, the follow-up to *Bubble Bobble*, is going to be converted to the 64, and if so who will buy up the rights?

Before I go I would just like to say, the mag, over the years, has just got better and better, so all I can say is keep up the good work,
Jamie Brown
Snedland, Kent

No sooner said than done, but you will have to wait a little longer for the game, though, yes there will be a 64 follow up to *Bubble Bobble*, called *Rainbow Island*, by the way, but not until later in the year. Thanks for the compliment by the way.

Please send your letters to CU, Pricy Court, 30-32 Farringdon Lane, London EC1R 3AU. There's free software for each letter published.



INTO THE

Keith Campbell's in a gardening mood this month, what with watering weeds, smelling them, and wondering what to do in the moonflower field. Hello trees, hello Keith...

Michael Newman of Bealeyheath has just bought all three *Zorks*, and, for some perverse reason he didn't mention, determined to finish *Zork 3* first, he came up against the Royal Puzzle. Turning to his trusty CU, dated April 1988, he worked through the puzzle using the explicit instructions given in a clue. "After a short while, it no longer worked," he said. "Could it have been a printing mistake?"

I checked the clue as printed, against the information on my database, and found that there was indeed a discrepancy. The big question next — mine or the typesetter's error? I checked back on my original file copy of *The Valley* for that month. Oooh! Sorry Michael! Midway through I had typed an SE where I should have typed an SW! So for anyone else frustrated by this puzzle, or having difficulty with the clue, you'll find the correct version in this month's clue section.

Buckaroo Banzi is the least well known of Scott Adams' adventures and probably the least loved. Written in collaboration with Phillip Case, it was based on a cult American film hero. Scott once told me that commercially the film was a flop in the States, partly because its showing coincided with the 1984 Olympics. It was never released in the UK. The course of the adventure game followed the same pattern, although some imported copies did reach UK

adventurers, including my own 64 disk version. So how I come to have no *Buckaroo Banzi* clues on my database? I don't know. This is unfortunate for Brad Fields of South Harrow, since I was unable to tell him how to change the battery, or why he keeps getting fried when he pushes the button after putting gasoline in the car, or anything about the glowing fluid. Who can help?

Can anyone find an answer for Niklas Grundstrom from Malmo in Sweden, who is stuck in *Wolfman*? Niklas is wondering what to do in the moonflower field.

Is there a bug in *Rigel's Revenge*? Andrew Weston is not the only one trying desperately to leap over the gap in the bridge, and he has heard nasty rumours to the effect that there is a problem with the problem. If you see what I mean...

S. Palmer of Luton was once an addict of *Legend Of The Sword*, until he got stuck, that is, which is a condition he would like to rectify. He is in the troll's cavern with the statue, but can find no way beyond it. Everywhere else he goes now stops at a dead end.

Here's a real international effort to help Olav Langeland, who, alias Larry Lafter, has been stuck in a honeymoon suite without a drink since December. Thanks to Jean-Pierre Jelsma of The Netherlands, and Massimo Bartolena from Savignano, Italy, Olav can now raise a glass and propose a toast! Just look in the clues section, Lounge Lizards...

Massimo, who this month tells us how to cross that bridge in *Beyond Zork*, would like to get in touch with Coos Williamson. I'm afraid I've lost the address, so if you're reading this, Coos, could you write to Massimo Bartolena at: via Tevotola 8, 12038 Savigliano (Cuneo), Italy?

David Noble of Sheffield was finding Infocorn games too easy, so he decided to try *The Pawn*. Now he's finding *Magnetic Scrolls* games too hard, and he wants to know how to ride *Kronos' platform*, and what to do with the prism.

Allen-SHUN! It's 24494983 Corporal Toomey, M. of BFO 40, after some *Bard & Tale II* help a bit sharpish! Where can 24494983's mages learn the dream spell? And where is the Sphinx in the Grey Crypt? Corp Toomey says the three answers to the mouth in Oscon's Fort are: FIRE, KRIIL, and SILENCE. But what's meant to happen then, he has no idea! Right then you lot — look lively! Get fell in and start writing!

Now it's time to take the gloves off — off Wally, to be precise! Adrian Boreham can't get thru, and he's playing that oldie, but hardly a goldie! *Upper Guntree*. Phew, takes you back a bit, doesn't it?

Thanks to everyone who has written in with clues. If you can help some distressed adventurefolk, or have your own problems, write and tell me all about it, at: CU, The Valley, Priory Court, 32-34 Faringdon Lane, London EC1R 3AL.

ADVENTURE CLUES

ZORK 3: Royal Puzzle:
(P=Push) PE, S, S. SE, PS, N, NE, PS, TAKE BOOK, PS, E, NE, PW, SW, NW, N. N. N, PE, PE, NE, PS, NW, N. N, N, PE, SW, S. SE, NE, N, PW, NW, PS, W, NW, NW, PS, SE, SE, SE, NE, PW, PW, SW, PN, PN, PN, NW, U.

LEISURE SUIT LARRY (in the land of the Lounge Lizards):

To get wine to the honeymoon suite, listen to the radio in the hotel bedroom. Order the wine by phone, after hearing the advertisement for the Ajax Liqueur store.

LEISURE SUIT LARRY

(Looking For Love): Get started with a hidden dollar, buy a ticket, and go to a show!

BEYOND ZORK:

To cross that bridge, put the wounded pterodactyl to sleep, cure its wounds, and ride it!

BARO'S TALE II:

The mad god is TAJUAN. The Review Board is on Trumpet Street.

BARO'S TALE II:

Open the rock of Colosse with PRIFIZ and PLEASE. Three words of wisdom in Dargoth's Tower Level 3 are: EARTH, COMPASSED, and FOUNTAIN. The thirty mouth in the fourth snare wants the answer ENDURABLE.

WOLFMAN:

Water the weed and smell it later! Use the coffin as a boat. When the monster comes towards you, wait eight turns. Then go west four times, howl, and kill him.

VALLEY

CAMPBELL'S COMMENT

With all the recent talk of adventure games being overtaken and swallowed up by computer RPG's, it must be welcome news to adventurers that one company is producing more and more adventures, and that they are becoming increasingly popular. Sierra On-Line, creators of the *King's Quest*, *Police Quest*, and *Leisure Suit Larry* series, reckon to have a 22% market share of IBM PC entertainment software in the USA. And over there, the PC is big, whilst the Amiga is relatively small fry.

Sierra have gone hell-for-leather for the 16-bit market, and as a result of a multi-million pound investment in the further development of their games system, the new Sierra Creative Interpreter is now producing really hi-tech multi-disk games, with double the graphics resolution, extensive animation, and absolutely

stunning stereo sound playing professionally composed themes for both title and incidental music. The opening sequences of the forthcoming *Space Quest 3*, for example, demonstrated at a recent press reception have to be seen and heard to be believed. Sierra is now banking on gamers in the USA going out and buying expensive sound boards for their PCs — and they probably will. Amiga owners are luckier — a stereo system can simply be plugged into the computer.

All this should be good news for the adventure player — but is it? Traditionally, hardened adventure players have scorned graphics, tolerating them provided they do not degrade the performance or text content of the basic game. So long as the game story is not abridged to accommodate the graphics, and the response time is not unduly

lengthened, graphics are acceptable, faintly welcome even, if they attract more players to the art.

But Sierra games are fundamentally graphical. There is no getting away from the picture. The player's character is moved, in real time, from location to location across the screen, and the whole thing resembles an interactive animated cartoon.

That there is, to be sure, to amplify and narrate what is happening in the picture. The overall result is a highly entertaining cinematic type of adventure, but with a puzzle level that is not complex or subtle, and often requires routine guesswork rather than logical deduction.

Personally, I enjoy the games immensely. But the danger is, that if too many people enjoy them on such, text adventures with real depth and complexity from the likes of Infocom and Magnetic Scrolls, which I enjoy even more, may get squeezed right out of the market. And that would not be a good thing for adventurers.

Adventure News

THE QUESTS ARE COMING!

To save you staring at the shelves of your local computer games store, in the hope of getting hold of a copy of the game your friend is playing on his ST, here is Activision's release schedule for its Amiga Sierra games:

April 89:
Goldrush
Leisure Suit Larry II
Manhunter New York
June 89:
Police Quest II and
Space Quest III.

July 89:
King's Quest IV.
Police Quest I was due for release on Amiga during March.

GOLDEN CHALICE AWARDS

Every year, The Adventurer's Club Ltd. gives adventure awards, determined by the votes of its members, all adventure enthusiasts. Last February saw the first public presentation of the awards, at the Sherlock Holmes Hotel, in Baker Street.

Presentations were made by Club Director, Henry Mueller and adventure reviewers Dave Barker, Ken Matthews, Tony Bridge, Mike Gerrard, and the club's President elect and your host in the Valley, Keith Campbell. The honours went as follows:

Gold Chalice (Best adventure):
Ingrid's Back (Level 9).

Silver Chalice (Runner up):
Jinxter (Rainbird/Magnetic Scrolls).

Bronze Chalice (2nd runner up): *Legend Of the Sword* (Rainbird/Silicon Soft).

Commended, *Beyond Zork* (Activision/Infocom) *Lancelot* (Mandarin/level 9).

Golden Sword (Best RPG):
Dungeonmaster (Mirrorsoft).

Best Software House:

Rainbird.

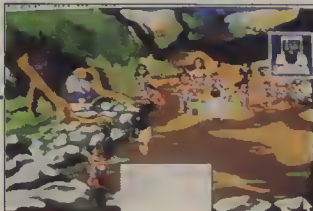
Fellowship of the ACL: (For exceptional services to the world of Adventure) *The Austin Family* (Level 9).

Best Home Grown Adventure:
Jekyll and Hyde (Essential Myth).

Best Mail-order Software house: Zenobi Software.



I INTO THE



A jolly-looking, County Island party

Blind Date' (he's called 'The Dating Connection' in the USA), Larry wins a month's cruise with Barbara Biniho, and sets about getting together the things he will need for his holiday. Unfortunately for him, he accidentally strays into an ethnic musical instrument shop. By an amazing coincidence, when chatting up the attractive Hispanic girl behind the counter, his poor Spanish matches exactly the series of pre-arranged code phrases for a spy, who by another amazing coincidence turns out to be Larry's double.

Larry soon finds himself carrying a top secret radioactive secreted in an ancient Peruvian Onidunk, and becomes a target of the fiendish Dr. Nornukee, through his evil but seductive henchmen. As if that wasn't bad enough, it's Mrs. Biniho who turns up on the cruise liner, not her daughter, and she has a penchant for chains and a hips.

Larry decides to leave the cruise liner the hard way, and getting washed up on a holiday island, has to resort to disguising himself as a blonde in a bikini, to evade the local Russian spies. He gets away in an absolutely impossible cliff-hanger — literally! — that is agonisingly hilarious. Finally, of course he has to catch up with Nornukee, and then marry the girl of his dreams.

This strong storyline is forced along by sequences of animation linking the free-will puzzle sections, during which the player loses control of the action. The puzzles mainly concern finding and getting the requisite objects, and taking suitable actions which then trigger the narrative.

For example, Larry must have a ticket, passport, and other objects essential later in the game, before he can board the cruise liner. If he

LEISURE SUIT LARRY



Babs'n Larry in cliff-top lizzy.

LOOKING FOR LOVE ♥

**Activision/
Sierra On-Line
Price: £29.99**

Larry Laffer is rapidly becoming a cult character in

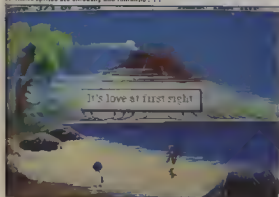
the world of computer games players. He originally appeared in *The Land Of The Lingo Lizards* — an adult game in which, during a night on the town, he was on the lookout for women of easy virtue. It became something

of a cult, particularly with *brokers in the City*.

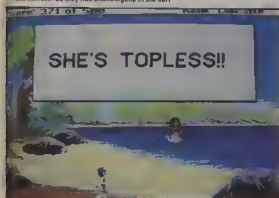
Here is a James Bond comedy spoof, with a strong storyline. In an hilarious mix up when he accidentally finds himself a contestant in a wicked satirical trial TV's

VALLEY

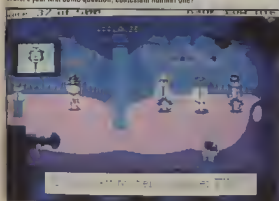
Sometimes sprites are smoothy and romantic . . .



And sometimes they like shenanigans in the surf



Is that your first dumb question, contestant number one?



takes too long to achieve this, the boat will leave without him, and he will have to start again. But it is not logical that he should be unable to board the ship without them, even if the long term result prevents him from completing the game. And this, perhaps, is where the Sierra format falls down. Allowing the narrative to continue, ultimately abortively, but with a strong hint or two in the text that all is not well, would then provide more realism and less frustration.

Having said that, this mixture of obligatory narrative, and obligatory player-driven events, is handled extremely well. Indeed, the narrative animation is often accompanied by great chunks of humorous text, which makes this game the comedy that it undoubtedly is.

Al Lowe, Larry's creator, says he deliberately introduced a strong storyline in *Larry 2* to make it different from *Larry 1*, in which virtually every location is open from early on in the game. *Larry 2* is far more linear. It's also less suggestive than its predecessor, despite its built-in filth-o-meter. Turn the meter up, and you will get some direct language out of the screen, yet the actual situations themselves are not so smug.

The graphics are doubled in resolution, compared with older Sierra games such as *Space Quest II* (reviewed last month). This not only means that the pictures are more detailed, but the character that the player moves around the screen is better defined and thus more easy to control. Fine control is essential to get through the arcade sections of the game. You don't get something for nothing, though, and the penalty is a longer response time whilst a new screen is

being read in from disk. This is somewhat offset by picture caching, whereby the previous two or three locations visited are still held in memory, and redisplayed very quickly.

There is also much more extensive animation. Not only does the main character have to negotiate some tricky arcade-like sequences, such as swinging across piranha-infested waters, jumping from vine to vine, and taking a precarious cliff-edge walk, there is natural movement in the background of many pictures that is incidental to the game or story itself. For example, the occasional plane crosses the sky, and trains can be seen streaking between hedgerows and buildings.

The text interface has been improved, too. No longer does a cursor wait for input below the picture. Now, you just strike a character key, and an input window opens up superimposed on the main picture, containing any characters you have typed before it appears. The **SAVE RESTORE** feature has also been made more user-friendly. On the old system, it always took me a while in figure out what directory and filename to assign a saved game — now things are much simplified.

If you have suitable sound equipment, do not fail to hook it up to your Amiga, for here is a major improvement. Full stereo sound is provided throughout the game, with various jingles and a few catchy tunes. These were composed by Al Lowe as well, himself the director of a High School Band, and school music co-ordinator for some sixteen years, before leaving teaching to go full time into computer games creation.

All in all, this is not only an achievement, but a complete entertainment package.

GRAPHICS	10
PUZZLEABILITY	6
PLAYABILITY	9
OVERALL	9

THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...

ACTION REPLAY Mk V

FOR CDM64/128 HAS ARRIVED

ONLY
£34.99
POST FREE

AR Mk V

100% BACKUP
6 Secondall

EVEN MORE POWERFUL, MORE FRIENDLY & NOW EVEN MORE FEATURES!

ALL FEATURES AVAILABLE TO TAKE ON CHIP

TOTAL BACKUP POWER

The most powerful backup system ever devised. Unstoppable Dresser system.

Press at any point. Just press the magic button to backup your programme.

J TAPE TO TAPE J TAPE TO DISK J

J DISK TO DISK J DISK TO TAPE J

VERY fast & efficient program composition. Single part save at TURBO speed to disk or tape. Backups carbonsol INDEPENDENTLY of cartridge. No program lag or user knowledge required.

THE PROCESS IS AUTOMATIC. JUST GIVE THE BACKUP A NAME.

WHAT THE REVIEWERS SAID

"I'm staggered amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King"

Computerists Disk User

UPGRADE INFORMATION

Mk IV Professional to Mk V Professional. Just send £25.00 & we will send you a new Mk V Operating System Chip for you to just plug in! Mk IV (Standard) to Mk V Professional. send your old cartridge plus £15.00 & we will upgrade it (allow 14 days).

PERFORMANCE PROMISE

Action Replay has an unmatched range of onboard features. When you buy Action Replay. If you don't find our claims to be true then return it within 14 days for a full refund.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.

BLOW UP. A unique utility to allow you to take any part of any picture & blow it up to full screen size.

SPRITE EDITOR. A complete sprites editor helps you to create or edit sprites.

MESSAGE MANIP. Takes your favourite screen created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music.

ONLY £12.99

NOTICE 1988 COPYRIGHT ACT

DATTEL ELECTRONICS Ltd, neither authorises or endorses the use of its products to reproduce copyright material, it is illegal to make copies of such material without the expressed consent of the copyright owners or their licensees.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0752 744707

24hr Credit
Card User

BY POST



Send cheque/P.O. note
payable to
"Datel Electronics"

FAX

0752 744282

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £5

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME. Please reserve goods by telephone prior to visit

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0752 744707

TECHNICAL ONLY
0752 744324

PLAY TO WIN HELPLINE

In need of some assistance? You've sliced your way through the level six, you're well on the way to finishing the game, then — "oh" in it — just when you thought that you were home and dry the game bounces up — then seems "impossible" — is complete.

Help is at hand. If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

WASTELAND

Last month Matt Holland from King's Lynn (ref C1) wrote in with a woeful tale of confusion and frustration. Just how an earth you get across to the underground village in Darwin and how do you find Max and the Blood Staff?

Andrew Slater from Cheltenham kindly wrote in with the answers. You got to Darwin village by collecting Sac Pass Seven from the sleeper base and you can find the Blood Staff in The Temple of Blood in Needles. Finding Max, however, is a little more difficult. Basically, the poor sucker has been split into tiny pieces in the sewer — so it's up to you to do a reconstitution job. Each time you kill an android you get a piece of Max. Bundle the bits together and take them to the repair centre in the sewer, where you should follow the instruction given by the computer.

BARD'S TALE 2

Jonathan Rose from Seven Oaks (last month's C1) is in luck. Pete Wiedlin from Manchester wrote in with details of how to wake Kazdek and how to negotiate Oscan's Fortress writes Peter: "You wake up Kazdek by saying 'Kazdek' (simple, eh?) and you get through the fortress by getting the item of Kazdek and the master key".

Thank you both; as usual, there's some software on its way to you.

FERNANDEZ MUST DIE

Terry Davies from Solihull (C6) sent out a plea in April's helpline for assistance with

planning assistance with Fernandez Must Die, so here it is. Just paste the game and type in SPINYNORMAN and you will be granted unlimited commandos with which you can assassinate Junta members.

BUBBLE BOBBLE

"I have been looking for a poke for the game Bubble Bobble for at least half a year now. Could you tell me where there would be a suitable place to get a poke for Bubble Bobble or else could you print a poke in the 'Play to Win' column in the next issue of CU?"

Darren Stewart, bangor Co. Down

Okay Dokey, here's not one but three. Pokes for your use:

Poke 4148,96 — when you bubble an enemy he will float just like your bubbles. Then you can pop him.

Poke 7076,70 — when you burst a water bubble, player one gets trillions of points and lives.

Poke 8975,70 — when you press fire you change into enemy (player 1 and 2).

ENQUIRIES

TYPHOON

"Can you send me a listing for TYPHOON please. I can get to level 6, but I get stuck when the waves of planes come from under the bridge. I would really like an invincibility listing, but one for infinite lives would be alright."

David Denton, Hatfield, 5 Yorks (ref D1)

HE MAN 3

Please, please can you tell me how to do the first screen of He-Man C64 because I have tried everything I can think of, and I still can't do it.

Daniel Broughton, Car Cotton, Northampton. (ref D2)

Also, Adrian Sharp (ref D3) from Whitehaven is looking for a poke for The In Crowd; Jason Brown (ref D4) from Lincolnshire would like to get off level one of Neverending Story; Adam Timmis (ref D5) would like a listing which enables him to fire mega bombs continuously in Typhoon. And finally, John Marshall (ref D6) from Hants simply would like to get off level four of Salamander (64) and finish the game.

Oh! Last month we published a defender of the Crown poke from an anonymous hocker. "Contact us whoever you are!" we wrote — well don't! But thanks to Justin Wbley for sending in the correct version. Basically, just use last month's listing but line 2 should read:

2 READ B: POKE 51788 + C,B: S = S + B: C = C + 1

IF B < 1 THEN 2

ROBOCAP 64

Could please tell me how to get off the drug factory on Robocap C64? I've put a poke in, but when I get to the end of the level a double barrier is blocking the way. Please give me some advice. I better tell you, I've tried giving my joystick but it doesn't work.

I have also a quick way of completing Times of Lore

on the C64. All you have to do is, as soon as you load it in, go and kill the giant and find the temple of Dragon. Just before you go in put the ring on and go upstairs; when you see a bed go to it and examine it. Pick up the sphere and go to the Grey Abbott. Once you have done this the game is completed.

R. Thorne, Sittingbourne, Kent. (ref D7)

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to.

ARCADE TIPSTERS WANTED

If you are an arcade tipster, we want you! We are looking for people who can help us to find out the best games to play on the arcade. We are looking for people who can help us to find out the best games to play on the arcade. We are looking for people who can help us to find out the best games to play on the arcade.

Write to: **ARCADE TIPSTERS WANTED**, c/o Amiga Tasters, 100 High Street, London EC1A 3AA. We are looking for people who can help us to find out the best games to play on the arcade. We are looking for people who can help us to find out the best games to play on the arcade.

HOW TO USE THE HELPLINE. It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Privacy Court, 20-32 Farringdon Lane, London EC1A 3AA. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, in why you need a poke, why you would like a particular listing. The sender of each letter published will get a free piece of software — writing a nice, brief letter will help.

POKES

All of the usual pokes and hints this month, plus, by popular request, a beginner's guide on how to use PTW's listings for both Amiga and 64 games.

HOW TO POKE (64)

Entering the listing is easy. Let's take the *Denaris* hack as an example. You will see that the program is structured into what we call lines, each beginning with a number. Following the listing, one line at a time (starting with the line number) type in each character (including spaces) until you reach the end of the line — at which point press the RETURN key. When the final line is completed (line 12 on *Denaris*) check the listing for mistakes.

The flashing blab (cursor) should now be located directly beneath the final line and to the far left of the screen.

The next step is to activate the listing (now present in your 64's memory).

Type in the word 'RUN' followed by a top of the RETURN key. If all is OK, the screen will clear and a message instructing you to type 'SYS 304' should show itself. Should a message to the tune of "DATA ERROR" manifest itself onto your television screen, don't panic. Re-check the listing carefully and correct any errors.

Now do as the program says, and type in 'SYS 304' (the number may be different for other listings) followed by a top of the RETURN key. Finally insert the cassette (fully rewound) into the tape deck and 'PRESS PLAY ON TAPE'. There, all done.

Tim and Ian Fraser

DENARIS

```
0 PRINT CHR$(147)
1 FOR I=304 TO 333: READ
  AS
2 L=ASC(LEFT$(A$,1)):
  L=L-55: IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):
  R=R-55: IF R<5 THEN
  R=R+7
4 V=(L*16)+R: C=C+V:
  POKE I,V: NEXT
5 IF C<>2918 THEN PRINT
  "DATA ERROR": END
6 PRINT "SAVE LISTING FOR
  FUTURE USE"
7 PRINT: PRINT "SYS 304 TO
  START."
10 DATA 20,56, F5, A9, 01,
  8D, 67, 08, A9, 40
11 DATA 8D, 66, 08, 4C, 0E,
  08, A9, AD, 8D, FC
12 DATA 35, 8D, 64, 36, 8D,
  24, 36, 4C, 99, 08
  READY
```

Type in the listing and 'run it'. Follow the on screen instructions. The listing gives infinite lives to both players.

Tim and Ian Fraser

LASER SQUAD

```
1 FOR I=679 TO 744: READ
  AS
2 L=ASC(LEFT$(A$,1)):
  L=L-55: IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):
  R=R-55: IF R<5 THEN
  R=R+7
4 V=(L*16)+R: C=C+V:
  POKE I,V: NEXT
5 IF C<>7077 THEN PRINT
  "DATA ERROR": END
6 PRINT "SAVE LISTING FOR
  FUTURE USE"
7 PRINT: PRINT "SYS 679 TO
  START."
10 DATA 20,2C, F7, 38, 20,
  6C, F5, 20, 2C, F7
11 DATA 38, 20, 6C, F5, A9,
  C2, 8D, 21, 89, A9
12 DATA 02, 8D, 22, 89, 4C,
  9F, 88, A9, 20, 8D
13 DATA 43, 1C, A9, D4, 8D,
  44, 1C, A9, 02, 8D
14 DATA 45, 1C, 4C, 00, 92,
```

A9, 40, 8D, 68, 41
15 DATA 8D, 33, 42, 8D, 5B,
42, 8D, E3, 41, 8D
16 DATA 08, 42, AD, 0D, DC,
60, 00, 00, 00, 00
READY

Type in the listing, run it and follow the on-screen prompts. Listing gives infinite action points.

Tim and Ian Fraser

HYPERACTIVE

Just type in this listing and follow on screen instructions to load and run the game with infinite lives.

```
0 REM HYPERACTIVE CHEAT
BY H.M. PUGH 1989
1 FOR X=320 TO 350
  READY: C=C+Y: POKE X,Y
NEXT
2 IF C=3340 THEN POKE
  157,128: SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 85, 245, 169, 76,
  141, 239, 2, 169, 86, 141,
  240, 2, 169, 1
5 DATA 141, 241, 2, 96, 72,
  77, 80, 169, 173, 141, 71, 11,
  141, 13, 18, 96
```

Try typing these into *Hyperactive's* Hi-score table to get a response on a.

NB: Don't enter them when you have loaded the game with the above cheat listing!

STELLA ARTOIS,
BIG COUNTRY,
COCKTAIL TWINS,
TALKING HEADS,
ALL ABOUT EVE,
NEW ORDER,
JOY DIVISION,
ERASURE,
THE ART OF NOISEENYA,
KATE BUSH,
BROTHER SIMON,
NOW WHAT ELSE,
I KNOW OF COURSE,
MY LITTLE MICH.

H.M. Pugh

MENACE

Reset and then POKE 49200,165 — infinite cannon power
POKE 49208,165 — infinite laser power
POKE 49165,255 — start game with laser.

MUNSTERS

POKE 2048,216. POKE 2049, 120: POKE 2050,32: ESSENTIAL!
POKE 15593,169 — inf. energy
POKE 15614,169 — inf. spells
SYS 2048

(AMIGA)

FLYING SHARK

On the high score table enter the initials of one of the programmers while holding down the '5' key on the keypad as you enter the last letter.

RAB: Invulnerability
KDJ: Infinite Lives
JGL: Super Shots
RLH: Shooting 'Smile'
HSC: Screen Will Go Black
Cliff Wissink

AFTERBURNER

The listing below will give infinite lives on *Afterburner* (Amiga). Boot up Amiga Basic and type the program in, then saving it to a disk for future use. Then just follow the on-screen instructions to play it.

```
10 REM — CRACKED BY
ANDY GRIFFO, A BURNER
CHEAT —
20 checksum = 0: total =
  432748: crack = 262545
30 START = 262470: FINISH
  = 262643: GOSUB 50
40 GOTO 90
50 For n = START TO FINISH
  STEP 2
60 READ a$: a = VAL
  ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a: NEXT n:
  RETURN
90 PRINT "Your Checksum = ";
  checksum
100 IF checksum<>total
  THEN PRINT "Data
  error":END
110 PRINT "Place AFTER-
  BURNER in Drive 0"
120 PRINT "And then RESET
  your Amiga.
  CTRL+AMI+AMI"
130 PRINT "and the game will
  load. The POWER light will"
140 PRINT "go OFF indicating
```

PLAY TOWIN

that I HAVE ADDED INFINITE LIVES"

150 PRINT "[c] Andy Grito,
NOW RESET YOUR AMIGA"
160 CALL crack
170 DATA 297c, 0004, 0152,
01fa, 4e0c, 000c, 33fc, 0100
180 DATA 0007, 07b2, 4ef9,
0007, 0484, 2c79, 0000,
0004
190 DATA 207c, 00fe, 88c0,
247c, 0004, 01dc, 43f9,
0004
200 DATA 0000, 47f9, 0000,
0100, 303c, 0145, 12d8,
16da
210 DATA 51c8, 0ffa, 4ef9,
0004, 001a, 2c79, 0000,
0004
220 DATA 426e, 002a, 2d7c,
0004, 01b0, 022a, 4e0e, 0d9c
230 DATA 2d40, 022a, 4ef9,
0004, 01aa, 0004, 01b8,
0000
240 DATA 0000, 4afc, 0004,
01b8, 0004, 01d2, 0121,
00f6
250 DATA 0004, 01d2, 0000,
0000, 0004, 0160, 2863,
2941
260 DATA 2e47, 7269, 666f,
23fc, 4e71, 4e71, 0001,
0420
270 DATA 0879, 0001, 00b6,
e001, 4ef9, 0000, 1000
Andy Grito

DENARIS

This program will enable you to play the game with unlimited lives on a one player game.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen.

Listing

```
10 REM *** DENARIS
10 CHEAT (C) DAVID SLACK
***
20 CHECK=0
30 CHEAT = 253957&
40 FOR N = CHEAT TO
254106& STEP 2
50 READ AS
60 A=VAL ("&H"+AS)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
```

HOW TO POKE (AMIGA)

This is a more detailed description (for those people who have only recently got an Amiga computer) about how to enter the cheats for games which are printed in this magazine.

STEP 1

Switch on your Amiga and wait for the Work Bench hand to be displayed.

If you have an Amiga 1000 then insert your Kickstart disk first as described in your manual to get to the above stage.

STEP 2

Get out your Workbench disk and insert it into drive D. After a while this will finish loading and you will be presented with some icons and a pointer which is controlled by the mouse. Eject your Workbench disk and insert your EXTRAS (or something similar) under it. Grab your mouse and position the pointer over the icon and double click the left button. If that worked correctly then you will see a window with more icons appearing on it. Now double click on the icon which says AMIGABASIC under it.

STEP 3

You are now in AMIGABASIC and you are ready to type in the cheat program which you like. The program must be typed in to the right hand

window. To move between the windows just position your mouse in the window that you want and press the left button once.

STEP 4

Now that you have finished typing in the program in the right window you need to save it. To do this move the pointer to left window and click left button once and type: SAVE "filename".

Where filename is the name you want the cheat to be called on the disk. Now before you press return eject the extras disk and insert the formatted disk which you are to save the cheat on then press return. During the save the computer might ask to have certain other disks to be inserted so just follow the on screen prompts.

STEP 5

Finally to run the program, in the left window type: RUN (followed by pressing the return key).

The cheat should now work. If you get any error messages it probably means that you have made a slight error when you entered the program. Just check through the program and if you find a mistake don't forget to re-save the program again as described above.

David Slack

```
100 IF CHECK <> 545742&
101 THEN PRINT "ERROR IN
DATA-END
110 PRINT: PRINT "PLEASE
INSERT YOUR DENARIS
BOOT DISK IN DFO."
120 PRINT: PRINT "AND
PRESS ANY KEY."
130 AS=INKEY$ IF AS=""
THEN 130
140 CALL CHEAT
150 DATA 2C78, 0004,
207C, 00FE, 88C0, 43F9,
0007, 1000
160 DATA 303C, 0145,
12D8, 51C8, 0FFC, 22FC,
```

```
8BFC, 0000
170 DATA 22FC, 007E, 4E5D,
32BC, 4E75, 7004, D139,
0C07
180 DATA 1132, D139,
0007, 113E, 41F9, 0007,
1042, 30FC
190 DATA 203C, 208C,
0007, 0000, 4EB9, 0007,
101A, 41FA
200 DATA 0008, 2948,
00A2, 4ED4, 41F9, 0002,
83D8, 43FA
210 DATA 0012, 30FC, 4E69,
20C9, 30BC, 4E71, 4EF9,
0002
```

220 DATA 8000, 0C78, 660E,
388A, 6618, 31FC, 4768,
0FF4

230 DATA 31FC, 4769, 0FFC,
4E71, 388A, 31FC, 660E
240 DATA 389A, 13FC,
0001, 0002, 8588, 4E75

David Slack

SPACE HARRIER

To enable you to get unlimited lives in this game there is an in-built cheat mode.

To activate the cheat mode you must enter the letters RAF into the high score table, but it will only work if your score is the second to last in the table. After entering RAF start the game and you will find that you have got unlimited lives

David Slack

DRAGON'S LAIR

THE BRIDGE:

It's impossible to cross the bridge without falling through it. Once you've fallen through, wait for the tentacles to lunge at you and press fire to draw your sword (don't worry if he's a bit slow to react). He always misses but just before he gets the chance to swing a second time, tap the stick up and you should climb back through the hole and run through the castle entrance.

THE POTION ROOM:

Easy really, be ready to tap the joystick to the right when the door flashes.

THE CRUMBLING LEDGE:

As the slab flashes, tap either left or right depending on which direction you're walking.

Oyvind Aasebostol

CORRECTIONS FOR SPACE HARRIER APRIL ISSUE '89
LINE 100 SHOULD READ:
100 IF CHECK <> 254217&
THEN PRINT "ERROR IN
DATA"-END

LINES 130 AND 140 WERE:
130 AS=INKEY\$ IF AS="" THEN
130
140 CALL CHEAT
THEY SHOULD READ:
130 AS=INKEY\$ IF AS="" THEN
130
140 CALL CHEAT.

STRIDER

It's not often that a magazine will provide you with a fully-mapped coin-op game with hints and tips, but the chance to do exactly that with Capcom's brilliant new release, *Strider*, proved too good to pass by. Follow closely, and enjoy playing this "version" of glasnost. Maps and hints by Michael Kubiszyn.

LEVEL 1: RUSSIA

KEY:—
G = GUNS.
H = HE-MAN.
S = STOMPERS.
F = IMPASSABLE FIRE
I = INVINCIBILITY. (*OBJECT)



PLAY TO WIN

STRIDER TIPS

LEVEL 1:

● To destroy the Me-man first sit underneath him and wait until he drops down, then using Long Laser Sword just blast away mauling sure you stand still as you shoot (but you could just avoid him for a quicker completion of the first level).

● To kill the Stampers (big metal things with suckers on their feet) simply stand still and when they are

almost on top of you a quick burst of rapid fire should destroy them.

● Inside the dome, where an eye spits fire at you, wait right next to the centre of the eye. Stand or kneel and blast away again to destroy it. Then simply drop down, firing all the time as you fall.

● At the end of Level 1, where the audience turns into a huge snake-like nasty, wait until game freezes

then start jumping and firing straightaway. That will soon destroy it — although to destroy it quicker simply shoot it right in the head! Ok yes, it's best to have three lives and a Long Sword. It makes things a lot easier.

LEVEL 2:

● Kill the wolves by repetitive fire with long laser sword.

● Kill the mechanical

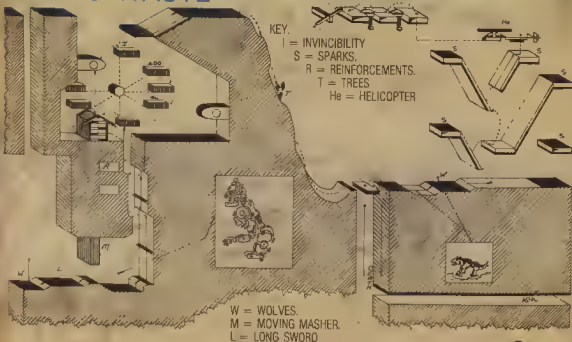
chimp by repetitive fire with Long Sword, but watch out for the fire at your feet.

● Keep moving on Level 2 to jump the huge gap, as lack of momentum could prove fatal.

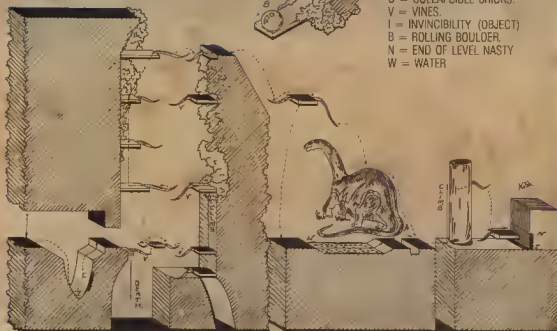
● Avoid the electric sparks in the power station. Wait until the screen goes black!

● Some nifty movement and rapid fire is needed to dispose of the lovely well-drawn sprites of the ballet dancers.

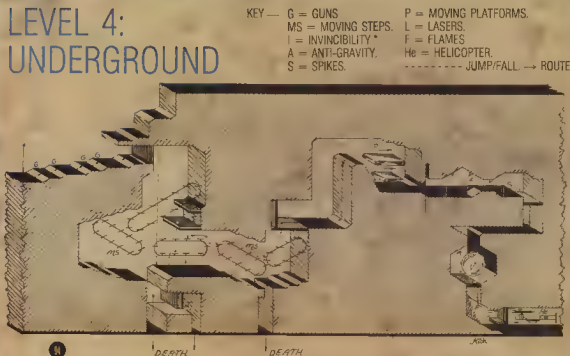
LEVEL 2: ARCTIC WASTE



LEVEL 3: AMAZON



LEVEL 4: UNDERGROUND



PLAY TO WIN STRIDER

LEVEL 3:

● Be quick, avoid the exploding mushrooms and keep moving to avoid the big boulder which, horribly, tries to crush you.

● Try walking across the backs of the dinosaurs, instead of risking death by the piranhas.

● At end of level, dodge the big metal chicken 'nasty' and use your helper to kill it (try to keep level 1's helpers).

LEVEL 4:

● Kill as many creatures as possible early on (it'll make things a lot easier later on).

● To avoid being crushed by walls that close in on you, jump from side to side and whatever you do, don't stop moving!

● To kill the globe on this level in the anti-gravity chamber fly or float around shooting all the time. Don't destroy it whilst hanging on the walls otherwise you

will be sealed in.

LEVEL 5:

● By walking on your fingers and some nifty dodging, you will get through the deadly spikes.

● Kill the end of level nasty by continuous fire, whilst turning round and blasting the dinosaur (T.Rex) which constantly annoys you. End of game.

LEVEL 5: FINAL BATTLE

KEY:—

R = SWINGING ROPES.

A = ANTI-GRAVITY.

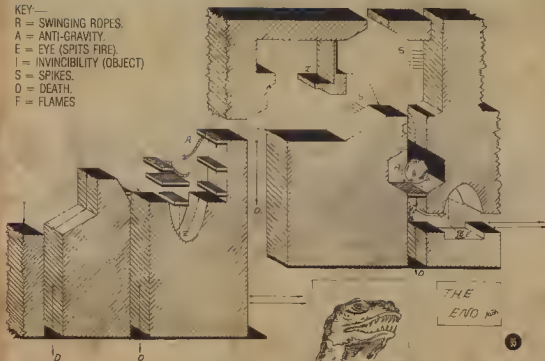
E = EYE (SPITS FIRE).

I = INVINCIBILITY (OBJECT)

S = SPIKES.

D = DEATH.

F = FLAMES



It's a couple of years since *Outrun* burned its way into the public consciousness, and practically every major coin-op company has since tried their hand at a "neo-tro" sit-down driving based on this classic original. In fact, with the likes of *Continental Circus* and *Chase H.Q.* adding new features such as 3-D and turbo to the format, the original now seems rather dated.

Sega's long-overdue sequel, *Turbo Outrun* makes some brave

attempts to move the genre forward to the present day.

The course this time takes you from New York to Los Angeles via Chicago, Miami and Oklahoma

rather than sending endlessly around the highways of California.

Once again, the version on site is a sit-down number (though, most disappointingly, the console version is equipped with hydraulics which means that the physical thrill of the original is missing; the car onscreen may be performing acrobatics but you're sitting stock still).

As a competition title, *Turbo Outrun* does little to add a few brand-new features and provides the same

Mutibyte challenge to the players. You have to

clapab... activated by a button located on the gear shift, which sends you streaking up the highway. This option can only be used when the engine temperature is below "overheat" level, and you'd also be wise to restrict its usage to when there's a reasonably straight clear stretch ahead in front of you if you don't want to flip your little red-top over.

So tidy there, the possibility of power-ing up your motor at each of the six checkpoints. The course is a sleek, slick sixteen stages with a

ARCADE

Ice is easy does it



Rearing down the freeway.



OUTRUN

ADES

the engine each set. You can choose between belt tyres, faster engine and so on, adding one extra feature to your dream machine every city.

You'll certainly need all the help you can get, where *Outrun*, which was based in sunny California, never fazed you too much by way of climatic variation. *TQ* throws every kind of nasty meteorological trick at the book at you. Blizzards with visibility drastically reduced, puddles of rain on the road, the blinding glare of the desert sun, all of this and more takes you in

every corner. The driving thrills are driving through hidden edges, which as any driver knows, is not calculated to be kind to tired eyes and reactions.

The roads are a lot fuller these days, with a wide variety of vehicles to crash into. Including speeding police patrol cars which come up from behind with sirens blaring.

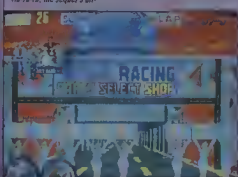
Being a whizz, I chose to use manual gear, and there were a few close calls. The manual gearbox is a real challenge. The graphics are really fine, the sense of the

ever-changing grounds, a high level of detail generally. In particular, the representations of the adverse weather conditions are excellent.

The little comic touches, such as when a blues band comes out to greet you in Chicago and your blonde girlfriend dumps you for a neighbouring motorist at the stop lights, are a welcome addition.

But I can't help but feel that if Sega could only have managed to recreate *Outrun*'s brilliant hydraulics as well as giving us all these neat extras, *TQ* would have been a brilliant update on the original rather than just another very good driving game.

Re-ra-ra, the sequel's on!



TURBO

In the heart of the USA



CU

COMPO

RESULTS



● Michael Nash's winning pirate.

KATA-DENAR-TYPE (C) 1988 COMPO

Er, Mr D Price from Upper Diston Village are you reading this? You'd better be 'cause you've won your self a rather natty cathode ray tube along with speakers, sprockets and a black case, easily abbreviated into the term TV. The correct answers in rip-off order were: *Katakis*, German and *Great Giana Sisters*.

Reed on further ye disillusioned masses for you just might be one of the twenty runners up! Peter Muulen, Hayes; Karl Whitney, Dublin; Simon Marsdon, Peterborough; Drew Smith, Hertfordshire; Philip Anthony Brown, Nottingham; Ben Bell, N Ireland; Peter Rowe, Peterhead; Trevor Coble, Leeds; Philip Baxter, Newcastle upon Tyne; Carl Murphy, Woking; John Edgar, Durham; Lee Penlith, Anglesey; David Percy, Dudley; Owen Strong, Kent; Hwoh Wing Chiesaa,

Mid Glamorgan; Mike Jobling, Hull; Brian Hatter, Nerts; P C Yse, Wirral; Steve Allan, East Craigie; Michael Corsano, Brighton.

And that concludes the voting from CU.

STAKKER "ACID HOUSE" VIDEO COMPO

Bit of se oldie this one, and one that didn't really appeal to Mark Patterson a great deal (being a metal man and that). Yeong Mark Heley wanted to know which of Channels 5's videos were FAB. The obvious answer was "Thunderbirds" (that brings back many a childhood memory). Up for grabs were ten copies of the, ahem, "Evil Acid Baron Show." "Don't look at me", says Mark "I didn't invent Acid". Those goofy enough to enter and win are: Robert Priddy, Warwickshire; David Martin, Palmers Green; J Temple Cox, Colchester; Mark Ferris, Dorset; Scott Matthews, Southampton; Mr S R

Crawford, Derby; Andrew Curley, Scotland; Stuart Farmer, Surrey; Mr D Southan, Enfield; Darren Lee, Clwyd. Hesp those entries rolling in!

COSMIC PIRATE COMPO

It didn't take much (well it did take the first art competition in 18 months) to get the creative juices flowing. Needless to say we were flooded with entries, some mediocre, some blatant copies of our cover pirate, but on the whole the entries were of a very high standard. But in the end it took the expert eye of our Art Editor, Elaine Bishop, to put forward the winner, who is Michael Nash from Chelmsford, now the proud owner of an Mega Ultrasprockett video recorder player thingie. Not bad huh? But being as Prism are such generous gents, they also put forward twenty copies of *The Aristal* as runners up prizes. And the names of the runners up? Reed on... Andrew Kapper, Spalding; Alexander Milne, Fraserburgh; Matthew Coleman, Selsey; Martin Young, Hilton; Ed

Sham, Orpington; Martyn John Burton, Bolton; Jason Redfern, Leeds; Dennis Rumer, Netherlands; Paul Hayman, Dynas Powys; Richard Legg, St Ives; Mohammed Khalid, Wolverhampton; Mr D Raymond, London; Sean Outfield, Saltburn; Ian Paton, West Sussex; Mr C G Styth, Cumbria.

LONE WOLF COMPO

In the March issue Buzz announced that you could win several different millions *Lone Wolf* novels, exactly how many we're unsure of — wait a minute "oiy Heley, how many books joining in the compo?"

"First prize a set of twelve, a five runners up of two, acid acid". I'd better find a first prize winner. It's Dean Smith, from Bushy Heath, who correctly said that Millwall play at the Den.

And the runners-up: Matti Kennedy, Cornwall; Sam Holding, Wendover; Trevor McDermott, Epsom; Scott Orchard, Bournemouth; Stephen Duggan, Cheshire. Well done!!

ARCADES



Let audio commence



Arise, my goddely knight

*Arcade
Star*

FIGHTING FANTASY DATA EAST 3 x 10p

Welcome to the Hippodrome! No you imbeciles, not that overpriced spot in a limbo-infested "nightclub" in London's Leicester Square, we mean the ornate space arena where the annual inter-galactic personal combat championships are held.

This newbie from Data East has you as the human contestant in this weird but wonderful sporting event. And a fine figure of a man you are too: bearded, becaped and possessed of great nimbleness and lightness of foot. But wait until you see the opposition.

Fighting Fantasy's plot is roughly similar to that of *Street Fighter*. You have to take on and defeat an array of different foes. You're armed initially with a sword, but as you proceed through the game and rack up prize money for your victories you can pick up extra weapons.

It becomes swiftly clear that whatever qualities are needed to make the grade as a Hippodrome fighter, exceptional physical

beauty is not amongst them. From the scuttling lizards to the slow but deadly tortoise-creatures, these foes are mean and ugly looking. And appearances don't lie here, either — the fighting is tough in the extreme.

The final two rounds are

especially tricky. The first one pits you against not one but two identical fighters who work together to your extreme discomfort — my only advice is to try to finish one of them off really quickly in the beginning. And your opponent in the final is a truly terrifying monster who

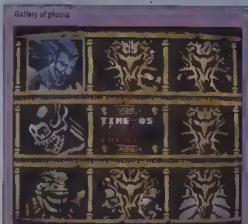
under the hood is like a bull that tracks a minotaur's huge and chain-attached head around the arena at you cut it in midriff. Two or three hits will finish you off, whereas you've got to wring your way down an enormous damage bar to kill it in. And to make matters worse, you certainly won't be able to use the most powerful weapon in your arsenal (the axe) to do the job — the only even halfway safe method for

dissing this fiend is by using the wimpy but far-reaching halberd.

It's a testament to the skill of *Fighting Fantasy's* programmers that, despite the game's very high toughness factor, I persevered with the continue button and about a ton of the Ed's precious ten pips (Aaargh! —

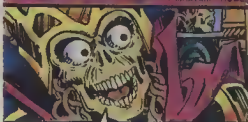
Impoverished Ed) to reach the final. The graphics are really pretty, but it's the varied and immensely challenging gameplay that'll have you coming back for more. Not recommended for the broke or the faint of heart, but pretty well everybody else should check out *Fighting Fantasy*, real soon.

Nick Kelly

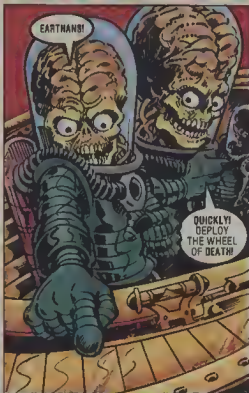


CU

FROM HIS COMMAND POST TO THE MARTIAN 'AUCE



COMMANDERS DEMOS, PHOBOS,
INITIATE THE ATTACK ON THE EARTHAN
MILITARY COMPLEX!



POSTCARDS

FREE

COMICS

It's well over a year, too, since CU brought you its definitive comics feature. A year's a long time in comics, just like politics really, so we'll be telling you what's been happening since then and giving you the chance to win some original artwork.

ANYTHING ELSE THEN?

As a matter of fact, yes. The usual mix of 64 and Amiga reviews Powerdrome for example, Voyager, Robocop — all on the Amiga, and Stormlord on the 64, plus Sensible Software's latest game.

So that's all you need to know then. Don't forget May 28th, be there and all that...

NEXT

MONTH

ARCADES



Sly's in Afghanistan

TAITO
2 x 10p

Not
much
up
top



... but who knows where he's left his brain?

GRAPHICS	4
SOUND	3
TOUGHNESS	5
ENDURANCE	3
CONVERTABILITY	7
OVERALL	4

RAMBO 3

Nope, it's no relation to Ocean's home computer version. Taito's arcade representation of Mr Glasnost does feature some neat digitised pix of Sly himself putting on his headband and preparing to do battle with the pinkies, but once the game begins in earnest, it's just another anonymous shoot 'em up with no plot other than kill-every-commie-in-sight.

For one or two players, *Rambo III* finds you and your optional mate heading forward into enemy territory. The display is actually very much like Konami's *Missing In Action*, with enemy soldiers, helicopters, jeeps and tanks popping up ahead of you to be dispatched.

You're armed with a standard shooter, plus a limited number of special

weapons which should be saved for vehicle destruction.

At various points, you'll get the option of upgrading your weapon, or adding to your special weapon supply, by shooting an icon. Operation Wolf-style. You can also patch up your wounds in the same way whenever a red cross box

icon appears.

The enemy themselves are pretty unimpressive. You've seen them all before: foot soldiers hiding behind bushes or running out from the side of the screen, tanks which appear on the horizon, helicopters which drift back and forth overhead.

In fact *Rambo III* in general is pretty disappointing. I don't know quite what I expected from an arcade game of such a one-dimensionally dull move, but I certainly don't expect such a lacklustre and unoriginal product from the normally excellent Taito. Graphically and sonically, *Rambo III* is just plain mediocre, and the gameplay is tedious and repetitive. Frankly, after my third go on the machine I was quite happy to die.

Really, the most creative bit of this whole sorry coin-op are the digitised Sly-portraits on the title screen, and, especially when that ugly mug is already staring at you from every video-shop window you pass, that just ain't enough.

Nick Kelly



Calling Brian Boreau

CU

SELL-OUT

CU

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

Advertising Rates for C.U. Sell Out section

Usage 35p per word to trade
11p per word to private individuals.

Semi-display
(boxed advertisements)
£15 per ctn column.

When paying for advertisements
please add on 15% VAT

Post to: Sell Out, Ad. Dept. CU,
30-32 Farringdon Lane, London
EC1R 3AU.

WANTED addresses of any 16-bit user
dub! Defuncts no object! Lyndon 79
Mossfield Road, Kewbury, Bolton BL4
8LT

CBM 641541, C2n, swap the latest stuff
I swap all about music for latest stuff I
am a disc jockey. Javier Serradell
Eschegaray No 1, Cantaleja 40320,
Segovia, Spain

640C, accelerator 2 tape decks, 2
cassets, 70 discs, Mouse 2 joystick, action
racing, magazines, software. All
for £350. Phone 01-427 7553

HARDWARE

3) **F.N.I.** Users: Discount 10%,
20% and more on 1001 Hardware
parts incl. sending, postage and
International Hard-User-Help
Service: Foundation HARD-USER
International P.O. Box 1057,
NL-5602 BS Eindhoven

ONLY POOLS AND HORSES

PROGRAMS FOR PUNTERS
First rate software at sensible
prices. Every program written
by a **GENUINE EXPERT** with
experience in the field.

BOXOFF CLEVER and get the
BEST

Phone or write for details to
BOXOFF (CU)

65 Allans Meadow, Neston
South Wirral L64 9SQ
Phone 051-336 2668

I WANT TO SWAP stuff with people all
over the world on the Amiga. Write to
Aisley Yeasgany, P.O. Box 925017
Ammann, Jordan

ADRIAN'S ARCADE THE COMMODORE SPECIALISTS

16, 64, 128 and AMIGA

Exciting range of software for HIRE

HARDWARE: Attractive Discounts

1. Amiga + 1084 colour monitor £570

SOFTWARE: ALL machines 25% Discount

Details: Large SAE to

7 Woodley Headland, Peartree Bridge,
Milton Keynes, MK6 3PA



HAWKEYE ARMALYTE XENODROME SHARLA

16 BIT HITS FOR 1989 FROM

THALAMUS

CHEER UP!
we've got you
COVERED!

C64 £7.50
Amiga £10.95



Full 16bit Graphics and Responsive Design

SEAL 'n TYPE™

- * Protective keyboard cover
through which you can type
- * 24hr dust/splish cover
- * Removable washable
re-usable
- * Can be custom made for any
keyboard. Ring for details

Ring or Write for our FREE catalogue

Working Service	£1.90	Prices and fully incl.	
Ring for transporter SAE		Cheques/PO payable to	
DMP banking kit	£10.00		
VCR Screen		KADOR	
IColour Mapal	£14.50	Unit &	
Movie Mat	£5.95	Pentecyzen Industrial Estate	
Unit Cover Ico/Merol	£7.95	Abertay	
Printer Box	£2.30	Mid Glamorgan CF85 4EP	
Deville Copy Holder		Tel. 0443 740281	
A4	£8.50 A3	Computer	
Suige Protection	£12.00	Accessories	
Acoustic Boxes	£39.95	Manufacture	

Full 16bit Graphics and Responsive Design

AMIGA PUBLIC DOMAIN. Need of
paying £20+ for Amiga programs?
We have over 1 800 PD disks, \$2.50 per
disk inc. p&p. Send us a for info. Digital
Dream Rommelkies Str 11 4224
Waldenloh, W Germany

ATARI ST plus joystick, mouse, 16 type
Op-Wu-8 Gaurtel II. Verence plus lots
more latest games. Boxed 16+, value
\$250, price \$380. Also Atari ST shorter
pack worth over \$450. Telephone
(0499) 294545 call for Chris any time
after 4pm. PK for Amiga.

SOFTWARE

2) Amiga, Atari-ST and IBM-PC
Softw. on Nashua disk etc. from
£2. — Incl. sending postage and
International Soft-User-Help
Service: Foundation, HARD-USER
International P.O. Box 1057,
NL-5602 BS Eindhoven

CBM AMIGA 800. Only 2 months old. 6
games inc. Chip Wolf, Guitars, Sword of
Solomon, SASI and Phone James 07374
5143

FOR SALE Col. 1541 disc drive MF5801
printer C2n cassette unit 200 discs,
150 cassettes, 3 cartridges, 6500
magazines and manuals. Quick sale!
Only £530 and Tel David 01-465 1186
after 7pm

COMMODORE USER GIVES YOU MORE:

NOW THAT'S WHAT
I CALL A
CIRCULATION

12,892

AD INDEX

Anco	26
Apeiron S/W	21
Byrite	80
Compuart	53
Database	47
Dalel	36 37, 70-79, 96
Dimension	16
Evesham	28, 76
Grandstream	11
Harwood	42, 43
Hot Shot	38
Infrast	80
Kador	80
Megasave	80
Microslips	78
Mirrorsoft	15
Occan	IBC, IFC, 96
Postromix	66-67
Premier	60
Shenstone	22
Softallians	66
Software Super Stores	21
Strategic +	22
Tanglewood	4
Thalamus	4
Trilogic	50
US Gold	48
Video Vault	22, 59
Worldwide	70

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

CU

SELL-OUT

CU

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

MATRIX SOFTWARE HIRE

THE CHEAPEST OF THEM ALL

Top games titles for
Spectrum, Commodore, Amiga
and Atari/Amiga press data system

For details send large SAE to

MATRIX LEISURE CLUB
Dept. C.N., 271, Sharnbrook Road,
Bealings, Bedford,
Herts MK23 2NF

SPECIAL OFFERS

1) FREE F.S.I. - Amiga Cat
demo, send one diskette with your
address to get acquainted with FSI
and FHI. Foundation DATA-USER
International P.O. Box 1057,
NL-5602 BB Eindhoven

HIRE SOFTWARE
FOR FREE!!

Amiga, C.B.M. 64 and Spectrum computers

Send **LARGE** stamped address envelope to:

**STARLITE,
P.O. Box 13,
TOOMOROE, LANC'S
OL14 8EU**

MONEY!

Have you got flair for making money? It could be easier than you think.
Invest in your micro, put it to use making cash for you.

Our manual could set you off on the road to success!

Send NOW for "MICRO-MONEY" the manual that's full of ideas to help
you in starting a full or part time BUSINESS FROM HOME!

Are you one of the people who bought a computer and really doesn't
use it's full potential?

— A waste of money?

— A nuisance?

Get out of the rut, go for the money make it work for you!

Send NOW for your copy of "MICRO-MONEY"

ONLY \$9.95 (inc. P+P)

Cheques/P.O. payable to Recruit Services.

Recruit Services, Dept. CU, P.O. Box 85, Shipley, W. Yorkshire, BD17 8TJ.

CBM 64, 1641, C2N, Mouse, 2 joystick,
over \$500 of games including —
Microcosm, Project Stealth Fighter
and more worth over \$300 — Sell for
\$400 on a Tel. 01-306 8666

HOMI WRITTEN PROGRAMS required
for publication by micro club. Please
send your finished tapes for evaluation
to Mr P. Downey, California School,
Lane, Great Leighs, Chelmsford, Essex,
CM3 1NL.

WANTED: Commodore users to join
penpal club. All CBM's catered for. Vic,
Plus 1.4, CBM 64, Amiga etc. For more
details write to: 1 Cassidy, C/O J.
Hawdon, 9 Haldane Crescent, Winton,
Dunedin, Scotland, DO3 1JN.

AMIGA USER WANTS PENPAL. I am 14
years old. Please write to: Glenn Wallace,
69 Stannick Street, Palmerston,
Auckland, New Zealand.

PROBLEMS WITH YOUR COMMODORE?

FOR FAST, RELIABLE AND PROFESSIONAL

REPAIRS AT COMPETITIVE PRICES

C.44 £25 inc VAT and free post and packaging

P M ENGINEERING

UNIT 260, MILTON SCIENCE PARK,
CAMBRIDGE CB4 4WE

We can also supply you with: Hardware,
Software, Blank Discs, Accessories and
Spare Parts



(0223) 420007



COMMODORE SUPPLIES

C64 Power Supply £19.95
C64 Plus 4 Power Supply £29.95
C-1.9 Power Supply £12.95
1530 Diskette £29.95
1531 Diskette £27.95
Serial I/O (for 4 drives/printer) £3.95
C64 64 Reed Cartridge £4.95
Dart Cover (Please State computer) £2.95
Simon's Basic Extension 19.95

Prices include VAT and P&P. Allow up to
14 days for delivery. C&P/D to:

COMMIDALE LTD (CU)
23 Curzon Street, Ladbroke, NE1 2ES
Tel 0752 261219

WE IN TAW want to swap stuff with
people all over the world. Write to: Taw
Modjory, 302 Yew Orchard, Newbury,
We are on the Amiga.

COMPUTERISED BOULETTE. Try to
"Break the Bank" without going bust. Or
play with friends or scale to the pool. 12
different types of pool. £5-50 tops. Inv.M.
Hooper, 25 Captains Road,
Kingsteignton, Devon TQ12 3JQ

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 25p per word to private individuals — 30 words min
40 words maximum, 30p per word to trade, 20 words min — 40 words maximum

Semi-display — £13 for A.C.T. Ring 01-583 4022.

All classified and semi-display advertising is pre-payable

When paying for advertisements please add 15% for VAT.

Warning

A. If you fail to provide correct or complete details, the advertiser
may not be able to contact you. B. If you fail to provide correct
details, the advertiser may not be able to contact you. C. If you fail to provide
correct details, the advertiser may not be able to contact you. D. If you fail to provide
correct details, the advertiser may not be able to contact you. E. If you fail to provide
correct details, the advertiser may not be able to contact you. F. If you fail to provide
correct details, the advertiser may not be able to contact you. G. If you fail to provide
correct details, the advertiser may not be able to contact you. H. If you fail to provide
correct details, the advertiser may not be able to contact you. I. If you fail to provide
correct details, the advertiser may not be able to contact you. J. If you fail to provide
correct details, the advertiser may not be able to contact you. K. If you fail to provide
correct details, the advertiser may not be able to contact you. L. If you fail to provide
correct details, the advertiser may not be able to contact you. M. If you fail to provide
correct details, the advertiser may not be able to contact you. N. If you fail to provide
correct details, the advertiser may not be able to contact you. O. If you fail to provide
correct details, the advertiser may not be able to contact you. P. If you fail to provide
correct details, the advertiser may not be able to contact you. Q. If you fail to provide
correct details, the advertiser may not be able to contact you. R. If you fail to provide
correct details, the advertiser may not be able to contact you. S. If you fail to provide
correct details, the advertiser may not be able to contact you. T. If you fail to provide
correct details, the advertiser may not be able to contact you. U. If you fail to provide
correct details, the advertiser may not be able to contact you. V. If you fail to provide
correct details, the advertiser may not be able to contact you. W. If you fail to provide
correct details, the advertiser may not be able to contact you. X. If you fail to provide
correct details, the advertiser may not be able to contact you. Y. If you fail to provide
correct details, the advertiser may not be able to contact you. Z. If you fail to provide
correct details, the advertiser may not be able to contact you.

All classified ads are subject to space availability

Enclose cheque? ☐ or ☐ **PLEASE PRINT CAREFULLY**
made payable to Commodore Star

Name

Address

Total number of words

Post to: AD. DEPT. COMMODORE HIRE, 36-32 HARRINGTON LANE, D118 3AJ

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

Print out

● I would like to know, if I bought a (Star LC-10) printer for my 64, how would I print a piece of cartoon graphics into the memory so that it appears on the screen of my Commodore and can be used in the program.
Stephen A. Polton
Colchester

I think I detect a little confusion here, since in order to print graphics on the printer, it would already have to be in the memory of the computer. If you are talking about a device that fits onto the print-head and scans in a document or picture then I am afraid that I am not aware of one for the C64 and certainly not one for the STAR LC-10.

There are one or two graphics tablets available for the C64 that will allow you to trace a cartoon or drawing, using a stylus or pointer, which can then be coloured or altered on screen by using the software which comes with the tablet. You could then print this out on a STAR LC-10 printer (with CBM serial interface) and, provided you know enough about programming, to use such a picture in your own programs. Costs for such tablets are around £70-£100 and can be obtained through your local dealer.

Split

● I have been wondering if there is any way of 'splitting' the Commodore 64's basic memory (38K) into different sections. For example two different sections of 19K each. I understand that this could be done with a 'POKE'. Could you please tell me the poke in question? Now, once you have split the memory into the different parts is there any way of merging the different parts back together so that you can get the full listing? Any help on this matter would be greatly appreciated.

I would also like some of your advice on upgrading to an Amiga. Is the Amiga 2000 PC compatible? I have gathered that in order to use the Amiga 2000 as a 'PC' you would have to purchase an

accessory known as a 'bridgeboard'. Is this true and if so how much would a bridgeboard cost?

Niall Haulon
Co Louth
Ireland

It can be done with a 'POKE', but to be of any practical use you need several POKE's to reset a series of memory pointers and then be able to swap the values to switch between the two areas. Using this method allows you to store and run two completely independent programs in memory (but not simultaneously), switching between the two by use of the function keys.

The following program shows you how to set up the system to split the memory into two parts. You may then swap between the two using the function keys F1 & F3. You may load BASIC programs into each region and run them quite normally — not forgetting that they will have a much smaller area available for data. You cannot run m/c or games programs since these will often load into direct memory locations and so ignore the memory pointers.

After running the program, type NEW, then press F3 and type NEW. Now load or type your BASIC programs, and either typing RUN after pressing F1 or F3, or typing RUN then pressing the relevant 'F' key, and then pressing the ENTER key (same goes for LIST etc.).

In answer to your second query, the A2000 itself is not PC-compatible and, to make it so, you have to purchase either an XT-Bridgeboard (A2068) or an AT-Bridgeboard (A2256). These cost £607.20 and £661.35

respectively. You also need an MS-DOS compatible disk drive to read and write MS-DOS format floppy disks, but one of these is included in the price of the Bridgeboard.

```
10 PRINT "<CLR> M/C
LOADER":
20 FOR A=49152 TO 49180
30 READ V:POKEA,V
40 T=T+V
50 NEXT A:IF T<>3620 THEN
PRINT"CHECKSUM
ERROR"STOP
55 POKE14336,0
60 POKE
56334,0:POKE788,0:
POKE789,192:
POKE56334,1
70 PRINT "COMPLETED":
PRINT
80 PRINT"F1 GIVES AREA
2048 — 40959"END
100 DATA 234,169,4,197,
197,240,9,169,5,197,197
110 DATA 240,6,76,25,192,
169,8,76,23,192
120 DATA 169,56,133,44,
234,76,49,234
```

Thousand questions

● I have a few questions which I'll be glad if you could answer:

1. What exactly is the difference between the A500 and the A1000, and which is better at the end of the day?
 2. What are the good and bad points of the A1000?
 3. Will all software which runs on the A500 also run on the A1000?
 4. Will future hardware, peripherals, etc run or fit on the A1000?
 5. Where could I buy an A1000 from and for how much?
 6. I have a C64 — how could I get stereo sound on it?
- Mike
Dagenham
Essex

The A1000 was the original Amiga and was superseded by the A500 for the home market, and by the A2000 for the business market. The A500 is virtually identical in operation to the A1000 and since the latter is no longer manufactured you should remove it from any further consideration. However, if by chance you are offered a sub A1000 then be aware that some parts on the A1000 are non-standard and that some of the peripherals intended for the A500 cannot be used with the A1000. With regard to stereo sound on the C64 — forget it! It just isn't possible, since although there are 3 voices, there is only one sound channel for output.

Make the connection

● After recently buying a second Commodore 64, I was wondering, if there is any way of connecting the two together, so I can create a Commodore ICPCONET-like system without using a modem. (I already have the Munt Office II package, is this any help?)

Also which disc drive is better; the 1541, 1572 or the OCENNA OC-15?
Matthew Beardon
Kings Lynn
Norfolk

You can connect two machines together by using the User-port so that data can be passed between the two computers. However, very few software packages could take advantage of this facility to use it like a network for the simple reason that you need background software to



Tommy, friend and the latest peripheral hack their way into Gary William's bear lab. Anyone for a pint?

make a network function.

What you can do with something like **MINI OFFICE II**, which has a communications program, is to use this on each machine to transfer files from one machine to another before using them. If you write your own software then it is possible to make the two machines talk to each other so that messages can be passed between machines.

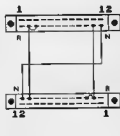
You have to set up the User-port correctly as an RS232-type port (and the program below will show you how to do that) and type messages between machines. The cable needed to connect the two machines is also shown and if you can't make it up yourself, your local TV shop might be able to help. You should be able to get the connectors from your Commodore dealer.

As for disk drives, the 1571 is not intended for use with the C64, only the C128. The other two are identical in their function, so go for the cheapest available.

100 OPEN 2,2,3,CHR\$(8+32)

A SIMPLE 3-WIRE CONNECTION FOR COMMS

NOTES: 1. More cable connections are needed to allow handshaking signals such as CTS, RTS, etc.
2. Diagram shows the rear of connectors.



```
+CHR$(32+128)
110 GET$2,A$
200 REM MAIN LOOP
210 GET$
220 IF $<>" THEN PRINT
    $;
230 GET$2,C$
240 PRINT$;C$;
250 SR=ST:IF SR=0 OR
    SR=8 THEN 200
310 PRINT"ERROR:";
320 IF SRAND1 THEN
    PRINT"PARITY"
330 IF SRAND2 THEN
    PRINT"FRAME"
340 IF SRAND4 THEN
    PRINT"RX BUFFER FULL"
350 IF SRAND128 THEN
```

```
PRINT"BREAK"
360 IF (PEEK(673)AND) THEN
360
370 CLOSE2:END
```

Expansion

● I recently purchased an Amiga A500 and am thinking of expanding it. I have a tight budget, being a 15-year-old, and wish to purchase a second 3 1/2-inch disk drive and a 1 meg expansion. Could you please answer these questions. 1 Can you recommend a good diskdrive for under £100?

2 What is the difference between a drive with formatted capacity and unformatted capacity?

3 Can you also recommend a 1 meg expansion board that also isn't too dear.

4 I am thinking of also purchasing a Panasonic KX-P1082 printer. Can you give some info on it, like how many fonts it has etc?

Mauro Mortali
Newson
London

New cheap drives for the Amiga are popping up almost every month it seems, but I would tend to stick to the tried and tested ones. One of the best value drives is the GUMANA CAX 354 which retails at £99.95. It has a switch to disable the drive on re-boot to release more memory, and is a very compact, metal-cased unit. The unformatted capacity of a drive is the total capacity it can access on a disk. However, after losing space for the directory, sector marks etc after formatting, the formatted capacity shows what room is left on the disk for actually storing data.

As for RAM expansion, there is no such thing as CHEAP memory these days since the price of RAM chips seems to fluctuate more wildly than the Chancellor's Budget predictions! However, if you really mean a 1 Mbyte expansion board (ie to bring the A500 up to 1.5 Mbyte) then the most compact I know is the SPIRIT board from 'Bytes and Pieces' at £300. This fits and can be increased to 2 Mbyte by just adding more RAM chips, so is really very good value.

Finally, the KXP1082 printer is an 80 column printer with two NLQ fonts, Courier and Bold, the latter also being proportionally spaced. Niches (font sizes) are Pica, Elite and condensed with NLQ available in all sizes. It emulates either an EPSON RX-50 or an IBM-Proprietary and comes complete with an adjustable tractor feed as well as single sheet loading. It has a graphics resolution of up to 240 hpi and print speeds of 190 cps (draft) or 32 cps (NLQ). It also has a 1 kbyte print buffer. Retail price is £265 (excl VAT), but it can be obtained for less than that if you shop around.

Well what a month of revelry and carousing we've been having. TLW hasn't woken up without a hangover for nigh on, oooh ... a day now. We've heard literally tons of stories and been recounted dozens of embarrassing incidents. Unfortunately we've forgotten them all, so you'll have to make it with this lot.

● It all began in Majorca with the **Computer Arena**, a weekend seminar designed to bring the industry closer together and promote co-operation. Naturally most of this went on in the bars and clubs of the resort. Probably the best story of the weekend is that of the new publisher of CU (stand up Clive Pemberton) who staggered out of a club in the early hours unsure of his whereabouts. He hailed a passing taxi to take him back to the hotel only to find himself ferried all of fifty yards and stung for a fiver.

● Majorca was followed by **Mirrorsoft's** European press conference in Amsterdam which The Ed embarrassed himself at by calling it a 'holiday' whilst talking to some of the **Softco's** staff. It was en route that we found out about Bitmap brother **Eric Mathews'** fear of flying. Apparently whilst heading off on a package tour with his girlfriend he once dosed himself up so much with sleeping pills that the stewardess couldn't wake him up. Fearing the worst the plane was diverted to Madrid where an ambulance and a posse of photographers rushed onto the runway to meet the stricken graphics artist.

● The Amsterdam trip was an enormous success for all concerned. The only minor problem was the arrival on the last day of a journalist from **Dutch Playboy** who proceeded to make a desperate pout of himself by persistently talking about computers. The cheek! He also distinguished himself by



Eric of the Bitmaps collects the Eric Jong 'Fear of Flying' award from the Ed (centre).

calling The Ed a "rotten little sod", because he thought he was chucking things at him. The culprit was that cheeky Irishman Clarran Brennan of The Ne. Here's one of Dutch Playboy's funnier jokes (to be read in flat Germanic tones): "Why is an Atari 520 ST called multi tasking? Because you don't have to throw it away after using it once!" Laugh? We nearly tried ...

● And now for some news. As reported first in the column last month Telecom have now almost certainly been acquired by **Microprose**. Further information isn't available at the moment, but we'll bring you the complete story next issue. That's the end of the news, back to the revelry ...

● The month's celebrations culminated with the **EMAP**

Golden Joystick Awards, the industry equivalent of the Oscars (no relation to cowboy awards given by deplored editor of minor rival mag). The celebrations began early for some. Anticipating (correctly) a host of awards, Ocean went for a meal at L'Escarot in Soho. During the designer meal (black plate, white meat, pink sauce) Colin Stokes spied sultry songstress Sade (tabloid alliteration there) and staggered over to her announcing "Hello luv, I'm from Ocean — d'ya want any free software?" No, thank you very much.

● The following morning the Ocean group assembled at a gym where Colin was bet he couldn't last an hour on the exercise bike. He was doing fine until **US Gold's Ann Brown** arrived in leg warmers,

trainers and a huz coat.

● The awards ceremony was all very swish, mainly due to CUs' excellently animated joystick and logos. The bulk of the awards was divided between Ocean and Mirrorsoft/ The Bitmaps, but there's a full list of exactly who won what below. The meal was followed by still more carousing and The Ed would like everyone to know that he was not ill (he even received a 'puke' card from Danielle at US Gold) this was just a sick rumour put round by Ocean — responsible for most of the industry's rumours

THE AWARDS

BEST GRAPHICS 3 BIT

Armadillo from THALAMUS

BEST GRAPHICS 16 BIT

Rocked Ringer from MIRRORSOFT

BEST SOUNDTRACK 8 BIT

Basic Commandos from US GOLD

BEST SOUNDTRACK 16 BIT

International Karate Plus from SYSTEM 3

PROGRAMMER OF THE YEAR 8 BIT

John Phillips

PROGRAMMER OF THE YEAR 16 BIT

The Bitmap brothers

BEST SIMULATION GAME 8 BIT

Microprose Soccer from MICROPROSE

BEST SIMULATION GAME 16 BIT

Falcon from MIRRORSOFT

BEST ADVENTURE GAME 8 BIT

Conquest from RAINBOW

BEST ADVENTURE GAME 16 BIT

Fish from RAINBOW

BEST COIN-OP CONVERSION 8 BIT

Operation Wolf from OCEAN

BEST COIN-OP CONVERSION 16 BIT

Operation Wolf from OCEAN

THE C+VG CONSOLE AWARD

Thunderblade on the SEGA

SOFTWARE HOUSE OF THE YEAR 8 BIT

Ocean Software

SOFTWARE HOUSE OF THE YEAR 16 BIT

Mirrorsoft

GAME OF THE YEAR 8 BIT

Operation Wolf from Ocean

GAME OF THE YEAR 16 BIT

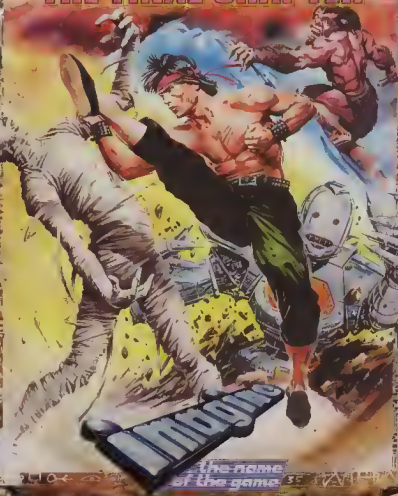
Speedball

THE LAST

WORD

RENEGADE III

THE FINAL CHAPTER



When a good kitchen is built in the heart of a home, the joy of living is multiplied. The kitchen is the heart of the home, and it is the place where the family comes together to share the joy of life. The kitchen is the place where the family comes together to share the joy of life. The kitchen is the place where the family comes together to share the joy of life.

the ground—so little of it that it will not be a problem. The ground is so dry that it will not be a problem. The ground is so dry that it will not be a problem.

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

HILLSFAR, a city in the magical FORGOTTEN REALMS® game world, rich with quests and challenges.

Every visit to Hillsfar is a different exhilarating experience. Explore the city, meet its colourful denizens on the streets or in pubs and discover a quest (there are many possible ones).

Transfer your favourite character from the POOL OF RADIANCE or CURSE OF THE AZURE BONDS AD&D® FORGOTTEN REALMS® computer role-playing games, or create one from scratch. Your quest and the options available to you in each game will change to suit your character's speciality (thief, mage, cleric or fighter).

Your quest will keep you constantly on the move. Fight in the arena against raging minotaurs, ill-tempered orcs or other evil opponents. Enter different buildings and your maze-running and lock-picking skills will be required. Archery and equestrian events may also be part of your overall quest.

HILLSFAR

A FORGOTTEN REALMS® ACTION ADVENTURE

AVAILABLE ON
CBM 64/128 DISK
& IBM

A utility program that enables Dungeon Masters to generate encounters for AD&D® campaigns quickly and easily - over 1000 encounters and 1300 monsters and characters from AD&D® Monster Manuals 1 & II

In the mystical world of Krynns eight brave companions face Droccoon monsters, skeletal undead, magic and the ancient dragon Khazanth in seeking the precious Dials of Mithkal.

The city of Philan has been overrun by monsters - you must discover the identity of the evil forces controlling them and destroy them. The gameplay is exhilarating and the graphics state-of-the-art - the ultimate breakthrough in fantasy role-playing computer games



AVAILABLE ON
CBM 64/128 DISK
& IBM



AVAILABLE ON
ADRI ET ANGELA 18 K
ANSTRAD DATE A CDS
SPECTRA 48 CDS A CDS
COMING SOON
CBM 64 128 TAP 8 DISK



AVAILABLE ON
CBM 64 128 DISK
& IBM

CLUE BOOK
AVAILABLE

